the Outlandish Herald

The Official Newsletter of the Kingdom of the Outlands November XXXIII (1998) Issue #151

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21	Baronial Arts & Sciences Competition (Dragonsspine) Signy (719) 264-1751	14 m(L)
21	Toys for Tots (Caerthe) Talen (303) 368-8465	15 m(M)
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12	Drygestan Midwinter (Drygestan) Etain (505) 438-0779	20 m
19	Yoolis Eve (Aarquelle) Aydrey (719) 545-3027	
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The intended progress of TRM's is indicated by the 'm' The intended progress of TRH's is indicated by the 'h'
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Production Information

This is issue #151 (November 1998) of The Outlandish Herald, the official newsletter of the Kingdom of the Outlands, a branch of the Society for Creative Anachronism, Inc. Event articles may be reproduced by any branch publication of the SCA without restriction. Original artwork and articles remain the property of the artist, and may not be reproduced without the express permission of the artist.

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From Their Majesties

Greetings to all Outlanders from Hrothgar and Madigan, King and Queen of the Outlands and protectors of Madigonia. We hope that these words find you in good health and good high spirits as the frost bites the air and the days grow short.

Early in October We journeyed to the heart of the Kingdom of Atenveldt with Our heirs to negotiate the treaty for Estrella War XV. There We enjoyed the company of Our Royal cousins of Atenveldt, Caid, and Artemesia, as well as His Majesty Calontir who traveled there to aid in advising Us. With Caid returning to the fields of Estrella, as well as the expansive new site, this war shall begin a new era for the second largest war in the known world. The treaty which was forged holds great promise for one of the finest Estrellas ever with much fighting and fun for all in attendance. The treaty that you find later in this issue of the Outlandish Herald is a symbol of all that becomes of honor, integrity and camaraderie when striving toward a common goal. As all four Kingdoms will be principals in this war, yet it will only be fought between two armies, The Kingdom of Caid will ally with the Outlands for the purpose of the War, and we will be fighting against the allied armies of Atenveldt and Artemesia. Know all that the call to war has been sounded, and let each fighter, each archer, each artisan, and indeed every member of Our great populace rise to the call and prepare this Kingdom for great glory at Estrella XV.

As We look upon the final days of this reign, We are most thankful for all of the support that has been generously given by Our retinue and Our populace. We thank all those who have given of their time, that We might focus on other matters of import within, and without, Our Kingdom. We have been extremely well fed, well clothed, well advised and well cared for and We thank all of those Who contributed to their Kingdom through their efforts. Our retinue, although small, has been a fine example of how to assist the Crown discretely and well. Please compliment these fine gentles by following their fine example when the opportunity to aid or assist anyone comes your way.

We would also like to especially take note of the fine scribes in Our Kingdom, whose tireless efforts have gifted so many with a treasure that they can keep for ever. We acknowledge your hard work and are very proud of how well you show for Our Kingdom.

As a last note, We have had much discussion this reign about awards; who is deserving of them and who is going to receive them. We would remind everyone that gentles are noticed for a combination of their tireless efforts, outstanding achievements, attitudes, comportment and abilities. The Crown bestows appropriate awards on those gentles whom they are impressed with and who are brought to their attention either through personal contact or through recommendation. There is no set of finite rules or reasons for when or why an award is given. We are disappointed with the strife and competitiveness that We have seen and heard recently. Please remember that this society has rewards much beyond those bestowed in court. Among these rewards are respect, personal growth and achievement. These are the real awards of the Society, please do not undervalue them or yourselves by supposing otherwise.

Long live the Outlands!

Hrothgar Madigan

From Their Highnesses

Unto all Good Gentles of the Outlands, do the Dread Lord and Lady of Argonia send Greetings

We invite one and all to the Shire of Nahrun Kabirun on November 14th for our Coronation. This glorious and auspicious occassion will be a beacon of honor and tradition to enjoy. We eagerly await the opportunity to witness gallant feats of honor in the Queen's Champion and Protector of the Queen's Heart tournaments. Both tourneys will be held on Saturday between morning and evening court. A delicious feast is being prepared by Lady Caer. If you have no reservations yet, make haste! We call all fighters to war practice on Sunday in preparation for battle against Atenveldt and Artemisia. Together with our brothers from Caid, we can crush them as twigs beneath our boots.

TRMs and ourselves traveled to the Kingdom of Atenveldt where we signed the treaty for Estrella War. Artisans and great warriors of the Outlands, the drums of war have begun to beat in the distance. Slack not, during these winter months so that we may be prepared. Draw your skills to the sharpening stone, and hone yourself to show the Known World the great strength and beauty of this mighty kingdom in the fine arts of heavy weapons, rapier, archery, middle eastern dance, field garb, calligraphy, and illumination. Know that the site for this great event is lush with grasses for tenting and possessing of a great quarry with strategic terrain in which to do battle. It shall truely be a good place to meet our foes.

More recently, we ventured toward the true and noble lands of Madigonia, so named for our Queen. We were trapped for seven days by tropical reefs stretching longer than the flight of an albatross. Knowing then our mission defeated, and hearing the call of the war drums,we unfurled our sails for home but not before concealing our surplus venison and mead on these strange islands heretofore known as the West Indies. Thus, future brave souls to venture there may benefit from our journey.

Know all, your Dread Lord and Lady of Argonia are thankful and delighted to be home at last, in the strongest of Kingdoms, the Outlands.

Maelgwn Lillian

The Royal Retinue

King's Champion
Sir Nasr ibn Isa

Queen's Champion
Compte Lycurgus du Loch

Protector of the Queen's Heart
Don Ian of Nightsgate

Blue Iris Herald
Doña Ainrea MacCullaich

Mistress of the Royal household
Baroness Adina al-Cazar

Warlord
Sir Darius of Jaxartes

Royal Archer
Augustus the Piper

Flower of Chivalry
Sir Kerold Hoegaarden

Rapier of Chivalry
Lord Denison ap Morgan

Queen's Guard
Lord Ramon the Chronologer
Lord Devon Drakeson
Lord Kynan of Wyre Field
Sir Loren the Lecher
Lady Valerie

Ladies in Waiting
THLdy Gabrielle Cartier
Lady Shamsa al-Nailah Ain Cara

Queen's Minstrels
Bedlam Abbey

Master Crispin
THLdy Illeana
Lady Caelainn
Lord Frederick
Lord Grellan

A&S Champion in Domestic Arts
THLdy Maredudd Angharad ferch Gwenhyfar

A&S Champion in Fiber Arts
Lady Aurelia d'Ouessant

A&S Champion in Functional Arts
Lord Caiomhin man Fhleisdeir

A&S Champion in Newcomers Arts
Chrystal Kurimsky

A&S Champion in Visual & Performing Arts
THLdy Caelte Caitchairn

TRH's Argent Loch Equerry

Lord Talen Mawr
Lady Ketura
Kyla
Lord Kynan of Wyre Field
Lady Mirabella Winterbottom
THLdy Orlafthia na Tosh Cira
Lord Patric
Mary of Blackthorn
Lord Paul of Sutton, son of James
Rowan MacMillan
Lord Thorkel

From The Seneschal

Greetings to the Populace of the Noble Kingdom of the Outlands from your Seneschal,

And so it seems that summer has come to an end, the harvest is in and our hunters have brought home meat for the winter. As we stoke the fires, many of us dream of distant places and candlelit halls filled with voices beckoning us closer... We are fortunate in our current middle ages to be able to travel during the breaks in weather to gather in greater numbers and celebrate. One most important celebration will occur on November 14 & 15 in the Shire of Nahrun Kabirun...the Coronation of Prince Maelgwn and Princess Lillian, Heirs to Their Royal Majesties Hrothgar and Madigan, King and Queen of the Outlands. I look forward to seeing many of you there.

As I write this, there are no bids for Spring Crown Tournament in March. This Tournament will be held in the Southern part of our great Kingdom. Please send your bids to THLd Adam the Persistent, Calendar Deputy.

I'd like to commend those groups which have chosen to use a different colored ribbon to denote minors. This enables all of us protect our young people and helps prevent dangerous or illegal activities. As the season of celebration approaches, please remember that anything that we do as members of the SCA reflects on all other members as well as the organization as a whole. It is everyone's responsibility to help protect our young people...they are our future.

May all your travels be safe and your larders full.

In service,

Coemri

From the Earl Marshall

Greetings Everyone.

My apologies for not being in contact lately. No good excuse.

I would like to thank Jarl Vagn for being the Marshall in Charge at Crown Tournament. Thanks also to all the others that marshalled that event also. As a combatant, I felt that Crown tournament went very well. There was good communication, good blow calling, and good spirits. Thank you, Your Majesties.

I hope every one has been having fun this summer. There have been a fair amount of good fighting events this year. I would urge all fighters to travel as much as possible. By doing so, a fighter can gain knowledge of diverse styles of combat and get more of a feel about blow calibration on a kingdom level. We all gain by fighting a wider variety of opponents.

Negotiations for Estrella War took place the first weekend of October. Now is the time to start preparing weapons, armor, vehicles, etc for the war and it is also time to start having war practices. We want to kick some *** this year (as usual).

In Service to the Outlands,

Sir Haroun ibn al-Dhi'b al-Abyadh

From the Kingdom Scribe

Unto the populace of the Outlands come these letters from THLdy Maredudd Angharad ferch Gwenhyfar, Outlands Kingdom Scribe.

Their Royal Majesties have graciously appointed me Kingdom Scribe at Outlands A&S. As Kingdom Scribe I will earnestly endeavor to maintain the very high standards set by my predecessor, THLady Tatiana, who has done a magnificent job of keeping all of us busy, being a knowledgeable resource and keeping track of us during her tenure. I wish to personally thank her for a job well done.

To help me with the task I have been assigned, I will have a staff of deputies. THLdy Caelte will remain as the Southern Deputy and THLdy Wyndylyn will be the Deputy in Charge of Back Scrolls. I will need a Northern Deputy; anyone with interest in this position should contact me soon. Please contact any of my deputies if you are unable to contact me, or if you need anything at all.

The Deputy of Back Scrolls position is a new one, and bears some explanation. THLdy Wyndylyn is charged with assigning as well as taking requests for back scrolls. If you have need of a scroll or wish to know if one has been assigned for an individual, contact her. If you want to do a back scroll, she will have a list of available assignments. Additionally, if you are currently working on a back scroll, please contact her so she can maintain a record of what's in process. THLdy Wyndylyn's contact information is listed in the front of the Outlandish Herald.

THLdy Tatiana has given me copies of her Scribes' Contact List, which I will make use of to make scroll assignments. I would like to make sure that I have as complete a list as possible; I would ask all scribes interested in taking kingdom scroll assignments to please phone or e-mail me with your contact information. I need your SCA and legal name, your postal address and phone number, and your e-mail address if you have one. Include any information which I may need to know such as OK times to phone, if you are temporarily unavailable to take assignments, and when you will again be available. You are also welcome to provide this information to your local Scribe contact or Guild Head, who will forward it on to me.

I would also like to remind all gentles that scribal assignments are confidential; please do not discuss scroll assignments or awards that you may know about, or speculate on pending awards with anyone. This is especially important and difficult for those of us privy to such exciting information, but all gentles should govern their words. Many special days have been ruined for those who have accidentally learned about their awards in advance.

Feel free to contact me if you have any questions or need any information. My contact information is listed in the front of the Outlandish Herald.

In Service to Crown and Kingdom,

ThLdy Maredudd

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From the Incoming Kingdom Exchequer

Unto the Gentles of the Outlands, greetings.

I am most honored to be the next Chancellor of the Exchequer for this great and noble Kingdom of the Outlands. I have been a member of the SCA for over ten years, though much of that time was spent in more distant lands. I hail primarily from the fair Kingdom of Meridies, where I had many good times, difficult duties, and fond memories. I want to thank Mistress Aldyth for the work she has done, and for her dedication to both her office, and her kingdom. I am looking forward to meeting with all of the local exchequers over the next few months, so that I can get to know each one on a more personal level. Also, please feel free to discuss business with me anytime the need arises. I am here to serve.

In service to the Outlands,

ThLd Bjorn Poulson

From the Kingdom Chamberlain

Greetings to all of the Kingdom of the Outlands from THLdy Emma of Essex, Kingdom Chamberlain.

As Kingdom Chamberlain, it is my responsiblity to keep track of all of the regalia of the Crown of the Outlands, and to inventory this regalia once a reign. Regalia is defined as any item, be it a banner, feast gear, a bottle, or any other item that bares The King's or The Queen's arms. If you make something for The Crown and you wish it to be a personal gift to them, please do not put the King's or Queen's arms on that gift, because that will become part of the regalia. If you would like to make regalia of any type, please check with the Kingdom Chamberlain to see if there is a need for this particular item, or for suggestions on needed regalia.

I am still seeking a gentle to take over this office. If you are interested, please send letters of interest to myself and The Crown at the addresses listed in the front cover.

In Service to the Outlands, I remain,

ThLdy Emma

From the Minister of Arts and Sciences

ESTRELLA COMPETITION INFORMATION
www.estrellawar.com

Please look over the rules and category descriptions for the A&S Competitions at the Estrella War. I am still unsure about team entries at this point so CALL ME for clarification before you get involved in a team entry. I will also require judges for each category. If you feel you are qualified to judge, please send me a list of your accomplishments and kinds of expertise. I will TRY to get the competitions held sometime other than during the biggest battles but I can't promise anything.

Also, the Laurel's Prize Tournament has been a mystery to me the last 2 years I have worked on A&S stuff at Estrella but I will pass along any information I get. To view the classes at Estrella see the web page at www.estrellawar.com

In service,

Contesâ Zinoviia Mikulinâdoch Korabelnikova zhena but you can call me

MINA

Appendix A: Arts & Sciences Competition
Estrella War XV at Schnepf Farms

1. Proposed Category 1: Ceramics
   This shall include any ceramic piece that is appropriate to the period of interest in the SCA created by one of the following techniques: coiled, flat (slab) construction, modeled, molded, or wheel-thrown.
2. Proposed Category 2: Field Garb
   This shall include any garment that it appropriate to the period of interest in the SCA that would be considered field dress as opposed to court garb. Must be washable either by hand or by machine, and something that would be worn to an outdoor event.
3. Proposed Category 3: Middle Eastern Dancing
   This shall include any middle eastern dance performance appropriate to the period of interest in the SCA. Group entries of up to three performers will be allowed. Costume, appearance and performance will all be considered in judging. Cabaret style dancing and costuming is not appropriate. This portion of the competition shall be held on Sunday, February 14, 1999, directly following the Queen's Tea.
4. Proposed Category 4: Calligraphy and Illumination
   This shall include any completed SCA scrolls or similar type of work that would be appropriate to the period of SCA interest. This work must have been done by calligraphic hand (ink on paper or leather) and have painted illustrations.
5. Proposed Category 5: Carving
   This shall include any item created or decorated with carving that would be appropriate to the period of SCA interest. Possible materials could include horn, bone, wood or amber.

B. Judging of the entries will be by teams comprised of one judge from each of the Principal Kingdoms.

C. Judging criteria shall include:
   1. Documentation (1-5pts.)
   2. Complexity and/or Difficulty of Piece (1-10pts.)
   3. Workmanship (1-10pts.)
   4. Aesthetic Quality (1-10pts.)
   5. Creativity and/or Authenticity (1-10pts.)

D. Each participant shall be permitted one entry per category, and must at the time of entry declare for one of the Allied Realms.

E. Documentation of the entries shall be required as a condition of entry. No documentation shall exceed five pages, and must be neatly written or typed.

F. Entries may be displayed in the manner of their use; specifically, clothing may be worn while it is judged.

G. Entries may be refused only after consultation of all Principal Monarchs or their representatives.

XXI Annual Interkingdom Archery Competitions

All standings as of September 15, 1998

Current IKAC **Open Division** standings

1) EAST 331.3; Ragnar Two Ax of the Reeking Swamp 375, Eion Mac Eoghain 321, Li Kung Lo 298. 2) MIDDLE 300.7; Dafydd ap Sion 337, Niko Me 289, Robin Arthur Kyrke 276. 3) AN TIR 300.3; Andras the Truemark 345, Julian Edward Farnsworth 291, David Tiriane 265. 4) ATLANTIA 264.3; Reynard de la Rochefoucauld 292, Lorenzo il Confuso 257, Tnek the Ainissestor 244. 5) CALONTIR 239.3; Morcar of Axebridge 260, Michael vanBergen 248, Uluric of Silvertree 210. 6) ATENVELDT 222.0; Blackarrow 237, Cain-Y-Saethydo 224, Alexandrina of Lorne 205. 7) WEST 213.3; Joseph de la Tour 237, Dietrich von der Weinberger 210, Martin Whistler 193. **8) OUTLANDS 204.3**; Dave 208, Augustus the Piper 206, Ashikaga no Toshihiro 199. 9) ÆTHELMEARC 183.3; Connor Bowsplitter 268, Lyev Davidovitch 146, Orm of Loch Mor 136. 10) ANSTEORRA 152.7; Carlyle du Troyes 180, Fearghus MacKenna 141, Moreg Cochrane 137. 11) TRIMARIS 137.3; Erika Bjornsdottir 191, Kathleen the Homeless 141, Chabi Merkit 80. 12) MERIDIES 101.0; Artan MacDarach 149, Oyn Cefnog 86, Christian of Faeroeg 68.

Current IKAC **Period Division** standings

1) EAST 308.7; Ragnar Two Ax of the Reeking Swamp 361-5%, Eoin Mac Eoghain 286-5%, Josef Gajdos 279-10%. 2) AN TIR 214.0; Andras the Truemark 248-0%, Aleksei Zateev 209-10%, Red Angus 185-5%. 3) WEST 177.7; Joseph de la Tour 225-5%, Martin Whistler 174-5%, Abner de Plunkett 134-10%. 4) CALONTIR 163.3; Michael vanBergen 210-5%, Rodric de Graham 143-5%, Raymond the Red 137-5%. 5) MIDDLE 151.3; Grant Giraeme de Menteith 227-10%, Wilfrid of Sweflingham 139-5%, Allan Atta High Cliffe 88-5%. **6) OUTLANDS 146.0**; Steitan der Bogunschutze 170 -5%, Seamus Sutherland of Dunrobin 136-10%, Damian d'Antioche 132-5%. 7) ÆTHELMEARC 142.0; Orm of Loch Mor 148-10%, Lyev Davidovitch 139-5%, Thyri Oddsdottir 139-5%. 8) ATENVELDT 132.3; Duncan of Kilernan 140-0%, Emerys 134-5%, Ailesh 123-5%. 9) CAID (no average); James of the Lake 130-5%.

Current IKAC **Crossbow Division** standings

1) MIDDLE 299.7; Fritz Bare 340, Alen of Caerlaverock 285, Grant Giraeme de Menteith 274. 2)AN TIR 247.7; Red Angus 270, Andras the Truemark 245, Eric de Dragonslaire 228. 3) CALONTIR 156.3; Morcar of Axebridge 230, Rodrick de Graham 146, Michael vanBergen 93. 4) ANSTEORRA (no average); Plachoya Sobaka 167, Roger 160. **5) OUTLANDS (no average);** Daffyd of Emmett 202, Mirabel of Unser Hafen 101. 6) EAST (no average); Li Kung Lo 284. 7) ÆTHELMEARC (no average); Lyev Davidovitch 222.

Current IKAC **Period Crossbow Division** standings

1) Lyev Davidovitch 273-5%, Æthelmearc. 2) James Cunningham 252-5%, Middle. 3) Morcar of Axebridge 242-5%, Calontir. 4) Andras the Truemark 242-0%, An Tir. 5) Owen Blakshepe 217-5%, Atenveldt. 6) Alisdair MacEwan 213-10%, An Tir. 7) Carlton of Oak 212-5%, An Tir. 8) Rodrick de Graham 165-10%, Calontir. 9) Torvald Torgorson 160-5%, West. 10) Tibor the Indecisive 139-5%, Atenveldt.

Current **IKCAC** standings

1) MIDDLE 216.0; Grant Giraeme De Menteith 233, Neko Me 223, Eve Stoneheart 192. **2) OUTLANDS 145.7**; Steitan der Bogunschutze 184, Roland atte Dragon 134, Damian d'Antioche 119. 3) WEST 130.0; Joseph de la Tour 156, Martin Whistler 152, Iosef Braun 82. 4) ANSTEORRA (no average); Roger Bagley 176, Talon of Blackoak 148. 5) AN TIR (no average); Catriona nic Thearlaigh, 44.

Eisteddfod and More

Unser Hafen, November 7, AS XXXIII (1998)

The Barony of Unser Hafen invites all gentles to our Eisteddfod on November 7, 1998. The event will include a Bardic Competition, a Feast Day, and Merchants Fair. The event will be held at the Nunn, Colo. Community Center, in Nunn Colorado. The site will open at 10:00 am and close at 11:00 pm, and the site is dry.

Baroness Llamrei and Lord Lochlain will run the Bardic Competition. The competition will select the new Bard of Unser Hafen, but prizes will be given in several categories including a young peoples division. Those wishing to enter the bardic must perform three pieces. They may be any combination of the traditional bardic arts of song, story, poetry or dance, and at least one of the pieces must be an original composition.

The Feast Day will be coordinated by Lady Amice. The first course of the feast will be served at noon, and the last will be served about 6pm. Feasters will be encouraged to watch and participate in the Bardic and to visit our Merchant's Fair between the removes. The Feast will be limited to 75, so make your reservations to the Autocrat early.

The menu for the feast will be (subject to sales and the cooks whim):

1. Salmon cakes with white dill sauce, Honeyed carrots, A light soup (broth or onion), Shortbread cookies.

2. Orange-rosemary chicken, Rice pilaf, Green beans almondine, Cherry dumplings.

3. Beef with roast leeks and parsnips, Savory noodles, Renassiance Salad with poppyseed dressing, Welsh cakes.

All Merchants are encouraged to contact the Autocrat for this event to reserve space. We will be located 30 minutes from Cheyenne, 20 minutes from Greeley, and 35 minutes from Fort Collins and will be encouraging people to come and see the Fair with their Winter shopping in mind.

The **site fee** is $3 for adults, $1 for those 7 to 15, and under 7 free. The **feast fee** is $7.00 for the Feast Day for adults (this equates to $2 for lunch and $5 for Feast), $3.50 for 7 to 15 and under 7 free. Make checks payable to SCA- Unser Hafen.

Autocrat: Mistress Theresea die Tanzerin (Terry Foppe), 622 Whedbee, Fort Collins, CO 80524, (970) 482-6608, tmf15@aol.com

Head Chef: Lady Amice de Fayel (Patty Chapman), 1920 2nd St., Greeley, CO 80631, (970) 352-3265

Bardic: Baroness Llamrei (Laurie Huckaby), 2012 Orchard Place, Fort Collins, CO 80521, (970) 490-2936

Coronation

Nahrun Kabirun, November 14, AS XXXIII (1998)

The Shire of Nahrun Kabirun is pleased and proud to be asked to host the coronation of our new King and Queen of the Outlands on Saturday the 14th of November, AS XXXIII. We welcome you to our warm and generous shire. The new site for the feast and coronation is at Celebration Hall at 100 N. Main St. and the courneys are at Mesilla Park Recreation Center, (304 W Bell) in Mesilla Park, New Mexico.

The tourney site will open at 8:30a.m. and close at 5:00 p.m. on Saturday, and reopen from 9:00am to 5:00pm on Sunday for tourneys and war practice. Parking is available at and near the tourney site - but it is limited, so gentles should come prepared to carry their tourney gear a short distance.

The Lists for the Queen Champion Tourney and the Protector of the Queen's Heart will open at the marshall's discretion and both of the tourneys will begin after opening court, which will be held at 9:00am There will be fruit, cheese and breads provided by the Shire of Nahrun Kabirun for all those participating in the tourney on Saturday and drinks will be sold as a shire fund raiser.

Since both tourneys will be held on Saturday, Sunday will be a full day of pickup tourneys, melees and war practice to begin at 10:00 a.m. There will be archery shoots along with the heavy and light weapon tourneys and war practice. This site will close at 5:00p.m. The tourney site is dry. The shire will provide waterbearers and will also sell other liquid refreshments as a fundraiser. On Sunday the shire will hold a box lunch auction with scrumptious meals prepared by our populace with all proceeds going to TRM travel fund.

Coronation Court will be held at 6:00pm and the feast will follow. A delicious feast will be prepared by the cooks of Nahrun Kabirun under the able direction of feast autocrat and head cook Lady Caer. The feast will follow the theme of 10th- 11th century northern Europe and will include some vegetarian dishes. A list of ingredients will be available at the feast, however please contact Lady Caer if you have special dietary concerns. The site is wet, however, wine and/or ale will be served with dinner as well as nonalcoholic beverages.

There will be a cash bar revel after the feast and coronation until approximately midnight. The tables will contain candles and linens so you will not need to bring those for your feast set up. Feast site will open at 4:30pm on Saturday and close at 1:30 Sunday morning. There is ample parking at the feast site.

The shire has arranged for crash space among its members. We have also arranged for a block of rooms and a special SCA rate at the Sleep Inn of $39.95 (plus tax) per night for 4 "official" guests per room. Rooms include 2 queen beds, bath and continental breakfast and use of the pool and Jacuzzi facilities. A block of rooms and a special SCA rate has also been arranged at the Comfort Suites of $54.00 (plus tax) per night for 4 "official" guests per room. Rooms include two beds, a separate room with a sleeper sofa, microwave, small refrigerator, a deluxe continental breakfast and use of the pool and Jacuzzi facilities. Though two separate buildings with 2 separate facilities, they share a parking lot and are conveniently located to the I-25/University Ave exit and on the direct route to the site. Reservations must be made by calling the hotels directly and asking for the Society for Creative Anachronism group discount and reservations must be made by November 2nd to receive the discount. The number for reservations at the hotel is: (505) 522-1300, do not call the 800-reservation number.

There is camping (either tent, pavilion, or RV) available at Delmonte RV Park at 2224 S Valley (which is very close to the feast/tourney location). This location includes shower facilities and the rate is $8 per night. Reservations are strongly suggested by calling Delmonte directly at (505) 523-2992 before November 2nd.

Directions to the Tourney Site: Take your best route to Las Cruces, New Mexico via I-25. Exit at University Ave. and go west down University Ave through 3 major intersections with traffic lights. Merge to the inside lane after the 3rd light. Travel to the next traffic light on the corner of University and El Paseo (apprx 1 mile from I-25 exit). Make a left turn onto El Paseo and travel south around a small curve (you will travel under the I-10 underpass) that puts you at the intersection of El Paseo and Main/South Valley with another traffic light. Continue straight, going west, the street will take you across a railroad track, into Mesilla Park and will now

be called Union Ave. Continue past Harrelson St (1 block) to Linden (the second block), turn right on Linden. These are rural blocks, so they are long, but Bell is about 1 and 1/2 blocks on Linden to your left. The Mesilla Park Recreation Center sits at the corner of Linden, Bell, and Mansco. There will be visible SCA signs and a troll booth on the outside of the building for registration.

Directions to the Coronation/Feast Site: Take your best route to Las Cruces, NM on I-25 and take the 6B exit West into Las Cruces. You will exit onto North Main St. Follow North Main, traveling west, through the intersection (with light) of Elks Drive and then continue through lights at El Camino Real and Spitz/Solano Ave. for about 1mile to 1 1/4 mile. The road will curve to the north. Stay on Main through the intersection of Main and Madrid and travel approximately 1/4 mile past a Pizza Hut on your left to the Celebration Hall which is also on your left as you travel north. There is a very large parking lot for our use on the north side of the building. The building has a sign which says Desert Sun on the front, and Celebration Hall on the tall standing sign. There will be a troll booth inside the building. To arrive at the Feast Hall from motel crash space, simply go from Univ. Ave to I-25, and there will be directions given at the tourney site for best route from tourney site to feast site.

Site fee for the event is $15 for nonmembers and $10 for members, $7 for feast only; children under the age of 6 are free. Everyone 6 or over the age of 6 who attends the feast must pay the feast fee. Make checks payable to SCA - Nahrun Kabirun. Reservations are suggested. Questions, to arrange crash space or shuttle service from the airport, or offers of assistance should go to the autocrats.

Co-autocrats: Lady Maigenn O Caiside (Barbara Hammond), 1935 Thomas Drive, Las Cruces, New Mexico 88001, (505) 522-2439, Irshlss2@aol.com (please leave a message if no answer)

Lady Drusilla of the Drunken Archers (Dina Hursh), 2903 Devendale, Las Cruces, New Mexico, 88005, (505) 523-1347, dina5@zianet.com

Feast Autocrat: Lady Caer Draighen (Ra Williams) , PO Box 6482, Las Cruces, NM 88006, (505) 522-8727

Dragonsspine Baronial Arts and Sciences Competition

Dragonsspine, November 21, AS XXXIII (1998)

Greetings and Salutations. The Barony of Dragonsspine invites all to attend their annual Baronial Arts and Sciences Competition on Saturday, November 21, to be held on the Colorado College campus. You must reside in the Barony of Dragonsspine to qualify for the honor of Baronial A&S Champion, but all are encouraged to submit entries, and recognition will be given for the highest-placing non-Dragonsspinian participant.

The categories are:

Performing arts	Armor & weapons
Cooking & brewing	Calligraphy & Illumination
Leather/fiber arts	Home & Hearth
Metalworking	Written arts
Children's entries (under 16)	Best Loaner Garb Item

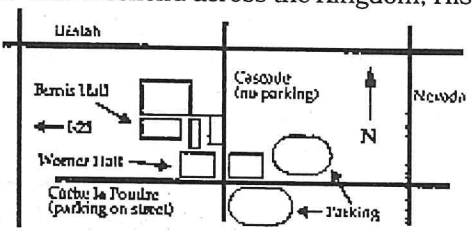
Bring your wit for this year there will be two new categories: Puns (verbal only - - the contestants will discuss the topic in puns in turn until they cannot think of one. There will be one pass, and then you are out. The last person in wins.) The second new category will be First Attempt. (Any first attempt can be entered in this

category or the category it would usually fit into.) Any under-represented category will be combined with something similar. The site will open at 9:00a, and close at 10:00p

Registration for the A&S entries will open from 9 a.m. - 11 a.m. Judging will commence in the afternoon, and the winners will be announced at the evening court. There will be daytime children's entertainments, and court dancing instruction will take place during the day (1 p.m. - 4 p.m.) in nearby Worner Hall. This year there will be classes available. All those willing to teach should contact the Autocrat by Nov 1st so they may be included on the schedule.

In addition to the competition, there will be a two-course feast prepared by Mistress Elaina and the Dragonsspine Cooks guild, followed by court dancing. In addition to the feast, a lunch consisting of soup and bread will be available for $1 per serving.

As an added bonus, in honor of the Toys for Tots Weekend across the Kingdom, His Excellency Giovanni will be hosting special tournaments for both light and heavy fighters. These tourneys will take place from 11:00-1:00 near Womer Hall.



Fees: Site fee is $2 in advance, or $3 at the door; feast fees are $5 until November 1, and $7 to November 20. The site is **BONE DRY**, no pets are allowed, and no smoking is allowed inside the buildings. Reservations are strongly encouraged. Please make checks payable to: SCA-Dragonsspine.

Directions: From I-25, take the Uintah exit #143 and go east (away from the mountains). Turn south (right) on Cascade Avenue, then follow the signs to the parking lot in front of Bemis Hall one block away. YOU CANNOT PARK HERE, but you can drop off your gear at this location., Parking for the day can be found along Cache la Poudre (get back to Cascade, head south to the light and turn left onto Cache la Poudre). See map for more information.

Autocrat and Reservations: Lady Signy of Stavanger (Susan Ewing), 4858 A Sonata Drive, Colorado Springs, CO 80918, (719) 264-1751, stavanger@juno.com

Head Cook: Mistress Elaina (Mary Mormon), 1245 Allegheny Dr., Colorado Springs, CO 80919, (719) 522-0387

Caerthen Toys for Tots

Caerthe, November 21, AS XXXIII (1998)

"There is no deeper sorrow, than that from the tears of the innocent."

Good Gentles, this year we again turn our eyes and hearts downward to meet with those that will perhaps go without the joy that many will know this Season.

On November 21, 1998 at the Jefferson County Fairgrounds, the Barony of Caerthe will again join hands with the United States Marine Corps in support of the Toys for Tots Campaign. Heavy Weapons Warriors, prepare to compete for the prestigious title, Champion of the Tots. Rapier Warriors, make ready to challenge for the title, Protector of the Tots. Youth of our lands, make ready your boffer weapons to claim the honor, Defender of the Tots. Artisans prepare your works for the A & S competition, and to challenge for the title, Artisan of the Tots!

The **site fee** for this event is one new, unwrapped, toy per person (of at least a $5.00 value, please). There is also to be a Hot Stew lunch for a modest fee.

Special

By allowance of Their Excellencies of Caerthe, the **site fee** for the War Practice planned for the following day (November 22, 1998) at the same location as the Tournament, will be a new unwrapped toy of at least a $5.00 value. Those that attend the Tourney on Saturday, and "pay" their site fee, will be allowed admittance to the War Practice for FREE. You get the Tournament, AND the War Practice for the mere price of a Toy!

Directions: The site is located at the Jefferson County Fairgrounds in Golden, Colorado. From I-25, take 6th Avenue west. Take the Indiana St. exit, and turn left on to Indiana (go back under highway). Make a right at the second light, and the Fairgrounds will be on your left. Look for the SCA signs for the appropriate turn into the Fairgrounds. As well, there will be signs posted to guide you from the Indiana exit. The site opens at 9:00a, and closes at 5:00p.

For any further information, please contact the **Autocrats**:

Lord Talan Mawr (Rich Solomon), 1488 S. Bahama St., Aurora, CO 80011, (303) 368-8465

THLd Roland O'Rourke (Rob Hatcher), 797 Dillon Way #108, Aurora, CO 80011, (303) 341-5765

Celebration of the Saints

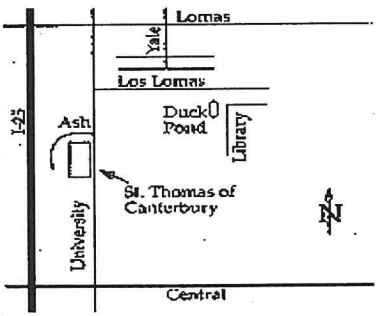
al-Barran, November 21, AS XXXIII (1998)

The Barony of al-Barran invites all to attend its Celebration of the Saints on Saturday, November 21. The event is indoors. There will be good fellowship, games, and dance classes during the day, followed by a feast and dancing into the night. The feast is limited to the first 70 reservations. There is no offboard seating. Make checks payable to SCA-al-Barran. Please include legal name, society name, phone number, and group name for each person included in the reservation. Anyone who would like to help clean up or serve, please contact the autocrat. Your help will be greatly appreciated.

Fees: Feast fee is $8.00 per person (includes site fee). Children 6-12 are $4.00, children 5 and under are free. Site only, $4.00.

Site: St. Thomas of Canterbury Church, 425 University Blvd. The site opens at noon and closes at 11:00 pm. The site is discreetly wet in period containers only, and there is no smoking in the building.

Feast: The menu will be published prior to the event and will be posted at the site. Please advise the feast coordinator of any dietary restrictions or allergies.



Directions: Take your best route to Albuquerque and I-25. Exit onto Lomas Blvd heading east (toward the mountains). Proceed to University Blvd and turn south (right) onto University. Continue to the church at 425 University.

Autocrat: Lady Maria Sol de Leon (Maria Martinez), 715 Iron Avenue SE, Albuquerque, NM 87102 (505) 243-7150, email: mariasol@aol.com

Feast Coordinator: THLdy Gwendolene McIver (Paulette Ogg), 2 Cedar Court, Edgewood, NM 87015 (505) 286-1930, (No calls afer 9:00 pm, please), paulette.ogg@mailexcite.com.

Reservations: SCA - al-Barran , PO Box 27676, Albuquerque, NM 87125

Toys for Tots VIII

al-Barran, November 22, AS XXXIII (1998)

On Sunday, November 22, we will once again host our annual Toys for Tots Tourney at Jeanne Bellamah Park. The day will include both Heavy and Light weapons fighting, melees and other outdoor games. The entry fee will be a new, unwrapped toy. We will also have children's activities. For gentles of all ages there will be an Arts Contest with the theme of Best Scorpion in any medium sponsored by Mistress Aidan. Donations for the groaning board (food table) and the prize table are most welcome. If you need more information on Sunday's activities or would like to volunteer your services, please contact the autocrat.

Autocrat: Lord Thorkel Bjornson (James Lovelace), 715 Iron Avenue SE, Albuquerque, NM 87102, (505) 243-7150, thorbjor@aol.com

Citadel Toys for Tots

Citadel, November 22, AS XXXIII (1998)

Come share your toys! On Sunday, November 22, at 1:00 p.m. we will be hosting the annual Toys for Tots Tourney at Memorial Park. There will be plenty of action for heavy, light and boffer fighters. The entry fee will be a new, unwrapped toy, which will be sure to brighten some child's Christmas.

This is a dry site. Pets are permitted and are the responsibility of their owner. The site closes at 9 pm.

Directions: Follow I-10 to Copia. Go north on Copia to Copper. Turn left onto Copper. The Park entrance is approximately 1/4 mile on your left (you will notice a large rock at its entrance). We will be inside the park (approx. 1/4 mile) on the right.

Autocrat: Brother Bartholomew (Nat Bell), 2416 Gold St., El Paso, TX 79930, (915) 588-5261, cpc@dzn.com

Amber Color Court

Caerthe, November 28, AS XXXIII (1998)

The Populace of the Outlands is cordially invited to the Moscow apartments of Lady Kseniya and Lady Rivka (**Site**: First Unitarian Church, 1400 Lafayette St., Denver, CO) for an evening of revelry and merriment from 4:00 - 11:00 PM on November 28th.

There will be games and a Caroso Style Ball starting at 4:30, run by Lady Arwen Southernwood for your enjoyment, as well as contests pertaining to the theme of the evening - AMBER! Prizes will be given for the best display of amber, either the color or the stone, the best non-amber display, and any others your hostesses should dream up, so bring out your best to show off.

A delicious Russian feast will be provided by THLdy Gabrielle Cartier, without a single scrap of turkey to be seen! **Reservations are required**, as there is only room

for 30 around the formal dining table. Space will be available for those who choose to eat off-board. The site is dry, and no smoking is permitted. **Site Fee:** $5 **Feast Fee:** $6. Make checks to SCA- Caerthe.

The Feast of Amber:

Herbed Cheese
Bread with Butter
Stuffed Eggs
Cheese Dumplings
Chicken in Orange Marinade
Barley-Mushroom Winter Borscht (Veg)
Mushrooms in Sour Cream
Salmon
Fruited Rice
Pastry filled with Walnuts

Tentative Schedule of Events:

4:00 Site Opens
4:30 Caroso Ball Begins
5:30 Caroso Ball ends
Begin hall setup for dinner
6:00 Feast Begins
Court to follow after dinner
Revelry and dancing to follow after Court
10:30 Begin hall clean up
11:00 Off site

Directions: From I-25 (north or southbound) take your best route to Colfax Ave. (exit 210A) Exit and go east on Colfax until you get to Lafayette Street (approx 2 ¼ miles; if you reach Colo. Blvd. you've gone too far). Turn South onto Lafayette The Church is on the left side of the street. If you reach 14th St. you've gone too far (Colfax is 1500). Parking is on the street.

Autocrats: Lady Kseniya Mikhailovna Morskaya, (Melissa Morman), 4725 W. Quincy #1513, Denver, CO 80236, (303) 730-7438 and Lady Rivka Vladimirovna Rivkina (Michelle Brothers), 13172 E. Kansas Dr. E-137, Aurora, CO 80012, (303) 306-6213, rivka@caerthe.org

Reservations: Lady Rivka (Michelle Brothers), 13172 E. Kansas Dr. E-137, Aurora, CO 80012, (303) 306-6213, rivka@caerthe.org

Hunter's Feast

Windkeep, December 5, AS XXXIII (1998)

The harvest has ended, the hunters are home, and Yuletide is fast approaching. The Shire of Windkeep asks all who will to pause with them to reflect upon the world and join them in a Hunter's Feast to be held December 5, 1998 at Laramie County Community College in Cheyenne, Wyoming. The site will open at 12 noon and close at 11:00 p.m. The event is limited to the first 175 reservations, and alcohol is not permitted on campus. Crash space is available, as well as discount motel reservations. Contact the Event Steward for information.

If we are blessed with clear weather during the day, there will be heavy and light weapons pick-up fighting and other outdoor games. Indoors there will be good fellowship, dancing, and whatever games as can be devised. A bardic competition will be held during the feast, as in past years, with a gift of silver to the best entertainer. Sign-up sheets will be at the troll.

Throughout the day there will be an informal competition for best hunters theme (garb/tablesetting/banner) to be arbitrarily judged by the kitchen staff.

There will be a soup and bread donation lunch from about 1 p.m. till about 2 p.m. The main feast will start about 6 p.m. If the Crown attends, and so wishes, court will be held. The feast will consist of the bounty of the land, and whatever the Hunters and Gatherers of our fair land provide. If you are vegetarian, or have food allergies, or aversions, please contact the cook, who will prepare dishes suited to your tastes.

Site and feast fees for the day are $10.00, with children ages 6 - 12 half price, and children under 6 free. For availability of reservations after Nov. 15, contact the cook. Mail reservations to the Event Steward, with checks made to SCA-Windkeep. Please include legal name, society name, address, phone number and member number, and local group on your check. Include a list with all of the above information if you are paying for others.

If you would like to help clean up or serve, please contact the cook. Merchanting is allowed in the hall before the feast, but must be coordinated in advance.

Directions to the site: Take I-25 to the College turn off in Cheyenne. Proceed east approximately 5 miles to the Laramie County Community College. Parking and entrance to the site is on the north side of the campus. (There will be signs.)

Event Steward: Master Rhys Afalwin (Larry Hammons), 10700 Ranch Rd, Cheyenne, WY. 82009, (307) 632-1133, MasterRhys@aol.com

Cook: Mistress Aldyth Trefaldwyn, (Debbie Hammons), 10700 Ranch Rd, Cheyenne, WY. 82009, (307) 632-1133, Aldyth@aol.com

Caerthen Yule

Caerthe, December 11, AS XXXIII (1998)

Unto the fair and festive populace of the Outlands, does the Canton of Hawks Hollow send warm, winter greetings!

Be it known that on the evening of Friday, December 11th , the Canton shall be honored in hosting our Barony's Yule celebration! Those who brave the cold and travel to the Reorganized Church of Jesus Christ of Latter Day Saints (between the hours of 6 and 11 p.m.) will be rewarded with delights to the senses and challenge for the mind.

Entertainment: From 7 till 9, during the potluck feast, any who wish to perform for the populace are welcome to do so. For those of you unfamiliar with this event, this is the one time of year our bards bring out their best (while they encourage those less accomplished) for no other reason than to bring spectacular sounds and sights to the eyes and ears of their audience.

Feast: Those who wish to dine are requested to bring a dish to share with at least 6 merry revelers. As this is a Potluck feast there will be no charge. The site will open at 6, with feast to begin at 7.

Contests: Several prizes will be awarded throughout the night to be followed by the "Great Caerthen Ornament Swap" from 9 till 11. Any who wish to participate in this Contest are required to provide an ornament of at least $5.00 in value (Believe me, you'll be glad you did!). The rules will be explained the night of the event.

Amenities: HEAT, running water, two bathrooms, changing rooms (as the Canton is aware that some of you will be journeying to the event straight from work), and a modest kitchen.

Site Fee: $4.00 adults; $2.00 children 8 and under

Autocrat: Robert Blackhawk (Robert Makey), 6985 Raleigh #105, Westminster, CO 80030, (303) 430-0795

Drygestan Midwinter

Drygestan, December 12, AS XXXIII (1998)

Come help Drygestan celebrate Midwinter in Roman fashion, with a Saturnalia festival. Though the ancients often had five days for this celebration, we only have the one, so we must pack as much reveling into this day as possible. There will be bright lamps, boughs of evergreen and food and merriment for all. The feast will be prepared by Lord Morris and Colin McKenna.

This lively event will be held at the Santa Fe Women's Club. The site will open for set-up at 10:00 am and will close at 10:00 that evening. There will be a tourney during the day coordinated by THLd Iannan (details in the next OH). The site is wet (no hard alcohol or red wine, please). Reservations are strongly recommended. To make reservations, kindly mail a check or money order made out to "S.C.A. Shire of Drygestan" to the autocrat at the address below. Please make sure to enclose your name or group name, number of people dining and any dietary restrictions. We hope to see you there!

Fees: Reservations made by December 1: $10.00, after December 1 or at the door, $12.00. Please make checks to SCA - Drygestan.

If you have any questions, want to make reservations, or need to inform us about food sensitivities, please call the autocrat.

Directions: From I-25 exit on Old Pecos Trail. Stay on Old Pecos Trail and head into town (there will be signs) . About two miles down the road you will go down a large hill on the way up the hill the Santa Fe Women's club will be on your left hand side. Look for signs and if you hit Paseo de Peralta, you have gone too far.

Autocrat: THLd Etain (Corie Conwell), 1019 Flora Drive, Santa Fe, NM 87505, (505) 438-0779 (before 9pm please), ri@trail.com

Cooks: Lord Morris (Steve Fye) and Colin McKenna (Timothy Grant), 2837 Calle Princesa Juana, Santa Fe, NM 87505

al-Barran Midwinter

al-Barran, December 19, AS XXXIII (1998)

During the heat of summer it is often hard to think about the short, cold, dreary winter days. But, just as quickly as the beautiful RED and WHITE roses of summer fade, winter arrives, and it is once again Mid-Winter time. The theme of this year's Mid-Winter Celebration, Wars of the Roses, will be reflected in the decorations, feast, and over-all atmosphere of the event. The site will open at 12:00 p.m. Feast will begin at 2:00 p.m., and court is tentatively scheduled to begin at 6:00 p.m.

The **location** of this year's Mid-Winter Celebration will be the Youth Hall at the State of New Mexico Fair Grounds (same site as last year). The **price** will be $15.00 per person, with children under 12 $7.50. Reservations are now being accepted by the Autocrat. Please make checks payable to "SCA - al-Barran, Mid-Winter".

Off-board seating is **NOT** available, but for those not feasting who wish to attend court and the evening festivities, **site fee** is $7.50.

A promissory scroll contest is being coordinated by THLdy Caelte. Display space will be available during the day.

More information will be available as the event draws closer.

Autocrat: THLdy Emma of Essex (Barbara Kashinski), 8719 Liberty Dr NE, Albuquerque, NM 87109, (505)821-7510, ldyemma636@aol.com

Mail Reservations: SCA - al-Barran, P.O. Box 27676, Albuquerque, NM 87125

Feast Coordinator: Comtesse AnneAliz (Darlene Mayette), (1209 Tijeras NE Apt 1, Albuquerque, NM, 87106505)243-7568, dgr0dm@unm.edu

Crash Space Coordinator: Lady Stephanie (Stephanie Hathaway), 1309 Canyon Trail, Albuquerque, NM 87121, (505)839-7305

Caer Galen Midwinter

Caer Galen, December 19, AS XXXIII (1998)

Enter Paradaisa for an evening in the Shire of Caer Galen! Celebrate Midwinter with us by reveling in the glorious heritage of Iberia with an Azure Color Court and a medley of foods from the days of Roman Occupation, of the glorious civilization of al-Islam, and the triumphant days of Empire. Exclaim over novelties brought home on the treasure fleets from the New World!

We will have a variety of day activities planned; including games, arts and sciences classes, and the Captain's Tournament for our City Guard. Lunch will be a choice of exquisite soups by some of the area's delightful cooks--please vote for your favorite!

Evening activities will include a fabulous feast as well as music, dancing, and our world-famous contact sport, Caer Galen Musical Chairs. Also, bring out your finest blue garb for our Azure Color Court--prizes will be awarded in several categories, including best paired garb, best children's garb, and best pun in "theme".

Fees: Site fee is $5, and site fee + feast (lunch included) is $15. Please make checks payable to SCA-Caer Galen.

Chatelaine: Mistress Kathryn Brian Chevreuil (Brianna), (Kathryn Michel), 1602 Garfield #4, Louisville, CO 80027, kmichel@I-Use-Precision.com

Chef de Cuisine: Countess Berengaria de Montfort de Carcasonne (Jeanne Stapleton), 1217 ½ Yosemite, Denver, CO 80220, (303) 388-6061

Reservations: Richard O'Conchobhair, (Richard Michel), 1602 Garfield #4, Louisville, CO 80027 (303) 664-9195 nopadoc@aol.com

Caerthen Twelfth Night

Caerthe, January 2, AS XXXIII (1999)

The glorious Barony of Caerthe invites one and all to relieve the gloom of winter with merriment and games. Be prepared to show your skills at indoor jousting and darts and other sundry games aimed at delighting you and sparking your laughter. Here is a grand opportunity to display your finery and imagination. Elegance shall be highly prized!

The site is the Adams County Fairgrounds northeast of Denver, Colorado. Site opens at 10:00 am. The Lunch stall will be open from 11:00 - 1:00 pm coinciding with the Game stalls and activities which will open at Noon. Feast will be served at 4:00 with Royal Court following if it is Their Majesties will. This is a DRY site. Directions will be published at a later date.

The gracious Lady Adelicia d'Alviela will prepare a sumptuous feast for 250 people of bread and flavored butters, lemon rice and garlic chicken, spinach and rice casserole, stuffed dates and sugared nuts, pickled eggs, olives, mushroom pasties, beef with bog berry pie, lemon bread and almond wafers. Menu is still subject to change and any updates will be published.

There will be many games including jousting, darts, and pin the favor on the Knight. Prizes will be given for best men's, women's and children's clothing, most festive garb, the best hat in the hall, the best use of bells etc.

Volunteers are needed for many tasks, especially help in the kitchen and kitchen clean up. If you are interested in getting involved please contact either the autocrat or the cook.

Fees: Site only $5
Site and feast through 11/15/98 - $11
Site and feast through 12/15/98 - $13
Site and feast from 12/15/98 on - $15
Children 12 and under are half price for site and feast
Lunch is $2.50

Make checks payable to the SCA - Barony of Caerthe. 50 places for off board seating will be available on a first come first serve basis.

Autocrat: Lady Taryn Brannick (Ronni Hunter), 647 Knox Court, Denver, CO 80204 (303)-893-4816, Vhunter@spike.dor.state.co.us

Plattefordham Twelfth Night

Plattefordham, January 9, AS XXXIII (1999)

The time of year is once more upon us when the cold and mundane interference threaten to overwhelm us. Leave all that behind and join us for our 12th Night celebration. Plans for bardic stories and dancing unparalleled are planned, as well as a feast to surpass all feasts prepared by our renowned Plattefordham chefs.

Fees: Adults $8.00, children 6-12 $4.00, those under 6 are free. Registration deadline is Monday, January 4, 1999. The late registration fee is $10.00 per person at the door. Make checks payable to SCA-Plattefordham.

Site: The site is the Parish Hall at St. Mark's Episcopal Church. Site opens at 6:00 p.m. and closes at 11:30 p.m. The site is discretely wet.

Feast: The menu will be announced at a later date. Ingredients will be posted at the site. Please advise us of any dietary restrictions in advance and we will do our best to accommodate your needs.

Directions: Follow the Kings Highway (I-25) to Casper, WY and take the Center Street exit south. Proceed to 7th street. Turn left on 7th, go one block to Wolcott Street. St. Marks is the big church on the corner.

Contact Airmid or Dob at (307) 237-5593 - 2112 E. 23rd Street, Casper, WY 82601 or E-Mail your reservation to lorcan@coffey.com.

Unser Hafen A&S Collegium and Competition

Unser Hafen, January 23-24, AS XXXIII (1999)

Classes will be held on Saturday, Jan. 23. Please contact THLdy Medhbh if you would like to teach a class. Look for more info on classes in next month's announcement.

On Sunday, Jan.24, the competition for the A&S Champions will be held according to Kingdom rules. This year, in addition to Visual Arts, Fiber Arts, Domestic A&S, Performing Arts & Letters and Functional Art, we will include: Ceramics, Field Garb, Middle Eastern Dance, Calligraphy and Illumination, and Carving in order to prepare for the competition at Estrella War. To become a Baronial champion you

must reside in and be a member of the Barony, but all Artisans are welcome to compete.

Lord Robert Stewart and Bela of Ker will be running A & S tournaments in Fencing and Heavy Weapons. All entrants will be asked to explain how and why they made their personal styles of armour.

The feast will be prepared by Mu'alliama Rashiqah bint Azhar with the theme of Henry V.

The event will be held at the Nunn Community Center in Nunn, Colorado. The site opens at 10am Saturday and closes at 11pm and will reopen 10am Sunday and close at 5pm. **Site fee** is $5.00 for the weekend and $3.00 for the day. The **feast fee** is $5.00 The site is discreetly wet, period containers only. Make checks payable to SCA - Barony of Unser Hafen.

Autocrat/Reservations: THLdy Medhbh O'Duibhdabhoireann (Teresa Sherwin), P.O.Box 73, Wellington, Colorado 80549 (970)568-3950, reremice@worldnet.att.net

Co-autocrat/Tournament info: Giselle of Lavidia & Bela of Ker (Kat & Bill Mesaros), 1112 Columbine Ct. #8, Ft. Collins, CO 80521, (970) 484-5186

Feast Coordinator: Mu'alliama Rashiqah bint Azhar (Anne Scott), 2409 Poplar Street Ft. Collins, CO 80521, (970) 484-1087

Imbolic

Gleann Medonach, January 30-31, AS XXXIII (1999)

The Shire of Gleann Medonach will be hosting our annual Imbolic Tourney and Feast on January 30-31, 1999. There is also a War Practice planned.

The site for the Tourneys and War practice will be Cahoon Park on the corner of Union and Third Streets, and the Feast is tentatively scheduled to be held at the National Guard Armory at #1 Earl Cummings Loop.

More details will follow in future articles.

Autocrat: Lord Wolfangus MhicMairghdhin (David Martin), 16 B Street, Roswell, NM 88201, (505) 347-9857, wolfya@rt66.com

Estrella War XV

Schnepf Farms, Kingdom of Atenveldt, February 10-15, AS XXXIII (1999)

It is once again time to plan for War! Estrella XV will be held at Schnepf Farms Festival Site approximately 38 miles southeast of Phoenix. As always, all six days will be packed with activities for one and all. There will be battle scenarios for hard suit, rapier and archery participants, Arts and Sciences classes, Artisans Showcase, the Queen's Tea, parties and more! Both the Artisans Showcase and the Queen's Tea will be held at the Royal Pavilion. Please check at the troll booth for the times to these events, as well as, the list of Arts and Sciences Classes with where and when they will be held.

For the first time at Estrella War, participants will be able to Pre-Register. The fees for pre-registration will be the same, as at the Gate, however, members of the populace who have pre-registered will face a decrease in the time spent at the trollbooth. Also the site will open to those who have pre-registered at 8am on February 10 and to all others at noon on February 10. To pre-register contact the Pre-registration Steward Giliana Spencer de Windemere (Jamie Heier) at 602/614-0295 or jamers@primenet.com.

The site has many amenities, including an on-site produce stand where bottled water, ice and firewood can be purchased, payphones, permanent handicapped accessible showers and restroom facilities and "swim suit" (swimsuit required) showers for those wanting a quick rinse. As always shower trucks and porta-johns will be on-site. An UPS drop point will be available for those who wish to receive packages while on site. This is open to everyone, not just merchants. For more information contact: Lord Randall Benton (David Kuppersmith), 7160 West Mulberry, Phoenix, AZ (602) 844-3650, draggies@worldnet.com.

Estrella War XV is, again this year, pleased to have a Special Needs Autocrat. For more information, please contact: Lady Anna Elizabeth von Irmtraut (Cayla Rockwell), 337 East Vogel, #2, Phoenix, AZ 85020, (602) 944-0217.

Individuals can rent tents and other supplies through several vendors such as Tri-Rentals, Inc., 800-678-3854; Arizona Tents, 602-252-8368; or Phoenix Tents, 602-225-0255. The Estrella War Autocrats will not be responsible for the delivery, pick-up or payment for your rentals so you must make those arrangements.

Site fees will be as follows: Wednesday arrival $35 adults and $15 for children ages 8-17; Thursday-Saturday arrival $30 adults and $12 for children ages 8-17; Sunday- close of troll $25 adults and $10 children ages 8-17. Adults with proof of membership will receive a $5 discount. Day passes, good from dawn to dusk, will cost $10. All fees must be paid in cash, no checks will be accepted.

More information can be obtained at the Estrella War web site at: www.estrellawar.com. Please check it often as it will be updated regularly. Finally, please remember that the war works because you make it work; Please plan on volunteering throughout the war. To find out about volunteer opportunities please contact the Volunteer Autocrat, Lady Erica Gaelbogha (Erica Moorleghen) at 520/792-0823 or at Evolunteer@AOL.com.

Directions to the Site: From the West (Phoenix) and North (Flagstaff): Take I-10 East to I-60 (Superstition Freeway); Turn left on I-60, travel East to the Ellsworth exit; Turn Right on Ellsworth to Rittenhouse Road; Turn Left on Rittenhouse Road to Riggs Road; Turn Left on Riggs Road, and follow the SCA signs to Site entrance. From the East (Apache Junction, Globe): Take I-60 West to the Ironwood exit; Turn Left on Ironwood to Riggs Road, and follow the SCA signs to Site entrance. From the South (Tucson): Take I-10 West to the Chandler Blvd. exit; Turn Right on Chandler Blvd. to Rittenhouse Road (14 miles); Turn Right on Rittenhouse Road to Riggs Road; Turn Left on Riggs Road, and follow the SCA signs to Site entrance.

The Autocrats:

Main Autocrats: Baron Elliott Gallowglass, OP (Steve Echols), P.O. Box 832, Glendale, AZ 85311, (602) 848-1886; Maitresse Melisend de Chartres, OP (Cindy Stultz), 4831 N. 79th Drive, Phoenix, AZ 85033, (602) 691-9048, taliesin@primenet.com.

Deputy Main Autocrat: Baroness Alexandra de le Mer Vert, OP (Jamie Howard), 8135 N. 35th Avenue #1042, Phoenix, AZ 85051, (602) 589-7334.

Merchant Autocrat: Lady Aurora d'Eccosse the Blonde (Dawn Nelson), P.O. Box 6565, Glendale, AZ 85312, message phone (602) 589-7334, dmorte@goodnet.com.

For a complete list of Autocrats, please contact the Estrella War Executive Assistant: Lady Brenna Mikala Sinay McGaha of Clan Mackay (Brenda Gant), 13140 West Maryland Avenue, Litchfield Park, AZ 85340, (602) 935-3457, housekintyre@netvalue.net

A message from Lord Wulfgar of Brandbeorn Pottery

To the populace of the Outlands: At this year's Grand Outlandish, a lady ordered and paid for two pieces of pottery. The order has been done for some time now, but I have lost her name and address. If you are this lady, or know of one rightfully grumbling about where her pottery is, please contact me at (719) 570-6951. If I'm no thome, please leave a message with your name and address and a description of your order so I'll know it's yours. Thank you.

Wulfgar
c/o Kyle Crutcher
1189 Commanchero Drive
Colorado Springs, CO 80915

In writing the teasers for the Sack of the City, I apparently offended some good gentles. My intention in the teasers was to contribute to the atmosphere of the event. That was their only purpose, and they were not meant to imply anything. If this was misunderstood, those offended have my apology

Thld Christian St. Claire

Tel Tales by Telbyrne Morningstar, OL

The Rest Is Silence

DO NOT DO THIS, LEO. IT IS NOT LIKE YOU TO HOLD A GRUDGE.
I KNOW HE MADE FUN OF YOU AT COURT,
BUT YOU'VE GOT TO BELIEVE ME...
A MIME IS A TERRIBLE THING TO WASTE!

11/98

James D. Bozarth - copyright 1998

Estrella XV Treaty

Schnepf Farms, Kingdom of Atenceldt, October, 1998

I. STATEMENT OF PURPOSE

The Estrella War XV at Schnepf Farms shall be fought by the Principal Armies of the Kingdom of Atenveldt, the Kingdom of Caid, the Kingdom of the Outlands, and the Kingdom of Artemisia. It is designed to allow the Kingdoms of the Knowne World to gather together, that they might form closer relations with one another under the scenario of a medieval war. Estrella War XV at Schnepf Farms shall be held on February 10 through 15, 1999 as a two sided war fought between the following two Allied Realms:

A. Allied Realm I shall be composed of the Kingdom of Atenveldt and the Kingdom of Artemisia and their allies.

B. Allied Realm II shall be composed of the Kingdom of Caid and the kingdom of the Outlands and their allies.

II BINDING LAWS

A. This treaty shall have the force of law upon all who attend, subject to the hierarchy of law outlined in Corpora.

B. Changes to this treaty shall be accomplished by agreement of the Principal Monarchs.

C. Site Rules will have the force of law upon all who attend. These rules will be published in the handouts provided at the front gate.

III. MARSHALING

A. Number of marshals provided by each Principal Kingdom:

1. There shall be no less than nine (9) Marshaling Teams consisting of one Warranted Marshal from each Principal Kingdom. The total number of Marshaling teams shall be an uneven number. There shall be one Senior Marshaling Team that includes the Earl Marshal from each Principal Kingdom.

2. A minimum of 1 authorized marshal shall be required per 25 combatants. Each Allied Realm must provide sufficient marshals for their forces. If an Allied Realm does not have sufficient marshals, the Crowns of the Principal Kingdoms for that Allied Realm must pull Knights/Marshals from combat to fulfill the requirement for marshals.

B. Marshaling Teams may remove any combatant from the current battle for misconduct including: excessive blow force and/or failure to acknowledge acceptable blows, cheating, safety reasons, breaking fighting conventions or weapon standards. The Senior Marshaling Team may remove any combatant from the field for the duration of the war for just and stated cause. All decisions may be appealed to the Principal Monarchs.

C. All Marshals may bring to the attention of the Senior Marshaling Team any of the above actions.

D. The Earl Marshals, or their appointed deputies, will inspect:

1. All two handed weapons. No uncapped fiberglass poles will be allowed on the field.

2. All thrusting tips.

3. All combat bows, combat crossbows, combat arrows and javelins.

E. Failing weapons must be fixed at marshal's point, or held at marshal's point for the duration of the war.

F. A fighter found using a failed weapon shall have the weapon pulled from combat. Two offenses and the weapon and the fighter shall be excluded from combat for the term of the war.

G. The Earl Marshals of the Principal Kingdoms shall be responsible for staffing and running Marshals Point for armor and weapon inspections as follows:

1. Wednesday, February 10, 1999 from 2:00 PM to 6:00 PM - Kingdom of Atenveldt

2. Thursday, February 11, 1999

* 8:00 AM to Noon - Kingdom of Atenveldt
* Noon to 4:00 PM - Kingdom of the Outlands
* 4:00 PM to 8:00 PM - Kingdom of Caid

3. Friday, February 12, 1999

* 8:00 AM to Noon - Kingdom of Artemisia
* Noon to 8:00 PM - All four Principal Kingdoms

4. Saturday, February 13, 1999 from 7:00 AM to 9:00 AM - All four Principal Kingdoms

H. All Marshals are required to attend a pre-scenario Marshals Meeting to be held at the discretion of the four Earl Marshals so as not to delay the beginning of battles on Saturday. No marshal shall head a Marshals Team unless they have attended the pre-scenario Marshals' Meeting.

I. No participant may fight and Marshal in the same battle.

J. No Marshal shall be on the field without the consent of all Principal Monarchs (Kingdom Earl Marshals excepted).

IV WEAPONS/ARMOR STANDARDS

A Armor, weapons and safety standards for each combatant shall be of their Kingdom of residence. However, society minimum requirements as spelled out in the 1994 Marshals Handbook will be strictly enforced. Also, as face thrusts shall be allowed, armor standards must reflect this.

B. Polearms shall not exceed nine feet in length.

C. No two handed swords will exceed seven and a half feet in length.

D. All single handed primary weapons must have a lanyard or equivalent.

E. Combat Archery

1. All SCA legal combat arrows except wooden shafted arrows shall be allowed.

2. 30 pound bows may be used for any legal arrow.

3. Crossbows shall be no greater than a 1000 inch pound draw.

4. All crossbow bolts, except Anti-Bounce Device crossbow bolts, must be golf tube type.

F. All SCA legal PVC type Javelins shall be allowed.

G. Siege Weapons:

1. All siege weapons must be inspected on Friday February 12, 1999 at a time and location to be announced by the Principle Monarchs and the Earl Marshals.

2. At the close of this inspection, accepted siege weapons shall be equally divided between the two Allied Realms for use for the term of the War.

H. Any weapon, or siege engine, deemed unsafe by a consensus of the Principle Monarchs and the Earl Marshals shall not be permitted on the field. Failed weapons shall be held at marshal's point for the term of the war.

V. FIGHTING CONVENTIONS

A Face thrusts shall be allowed.

B. Killing from behind shall be allowed. The attacker must stay with the victim for a minimum of two seconds and say something equivalent of "You are dead from behind m'lord". The victim should accept the blow as soon as either the polearm is placed on the shoulder or the weapon is placed in view of the victim.

C. Siege Weapons: SCA safe medieval siege weapons shall be allowed in the indicated battle scenarios (i.e. catapults, ballistas, etc.), but may only be used against structures, walls, or other siege weapons. They may not be used against combat personnel Siege weapons shall be limited to not more then one shot per minute and limited to the munitions they bring with them. Gleaning will not be allowed.

D. Combat archery shall be allowed in the indicated scenarios. The standard SCA legal target areas and blow force shall apply. Gleaning will not be allowed.

VI. WAR POINTS

One (1) War Point shall be awarded for the Arts & Sciences as explained in APPENDIX A

One (1) War Point shall be awarded for Archery Scenarios as explained in APPENDIX B

One (1) War Point shall be awarded for Rapier Scenarios as explained in APPENDIX C and D

Five (5) War Points shall be awarded for the Saturday Battles explained in section VIII.

Five (5) War Points shall be awarded for the Sunday Battles explained in section VIII.

TOTAL WAR POINTS TO BE AWARDED: 13

The Allied Realm with the most War Points at the end of the event shall be declared the winner of the War.

VII RULES FOR SCENARIOS

A It is the intention of the Principal Kingdoms to allow no more than 15 minutes between the scenarios. To ensure this,

1. The setup for all scenarios fought on Saturday, February 13, 1999 shall be completed on Friday, February 12, 1999, commencing one hour after completion of the final Rapier Scenario. This will allow combatants to move directly from one scenario to the next without waiting for construction of the next scenario.

2. Each Principal Kingdoms shall provide 20 people to assist in completing this setup.

3. The Earl Marshals of the Principal Kingdoms shall be responsible for verifying the correct setup of all scenarios at completion of setup on Friday and before any combat begins on Saturday.

B. On Saturday, armies of both Allied Realms must be mustered on the field and ready to begin combat by 9:30 AM, with the first battle starting at 9:45 AM. On Sunday, armies of both Allied Realms must be mustered on the field by 10:00 AM, with the first battle starting at 10:15AM. If Their Royal Majesties find a severe imbalance in the size of the armies, they may choose to correct it.

C. Battles will begin when stated, at the sounding of an air horn. Three short blasts will signal fifteen minutes to lay-on. Two short blasts shall signal ten minutes to lay-on. One short blast shall signal five minutes to lay-on. Lay-on shall be one long blast with a verbal "lay-on!" from the Marshals.

D. General holds will only be allowed for severe injuries or a helmet coming off. When a general hold is called, combat shall cease. Any person, including a Marshal, who calls hold for any reason other than those stated above will be ejected from the fighting field and dealt with under the provisions of Section III.B.

E. In any situation where a local hold is required, it shall be limited to an area 30 feet in diameter and fighting should be diverted to continue in a different area.

F. All boundaries shall be hard defined and made known to all Marshals. Troops pushed out-of-bounds will be escorted back into bounds by a Marshal. No troops from either side shall be permitted to enter the battle after the five minute horn has sounded.

VIII BATTLES

A STORYLINE

The armies of Saxon England and Norman France shall meet at Hastings Meadow. Twice of three shall the winner declare for Norman or Saxon. Once the Saxons and Normans are known to each other, the brave defenders of England's soil prepare to defend their lands from the Norman invaders by meeting them at Stamford Bridge. The ferocious Normans then proceed farther into the north lands of England, and attack the stalwarts at Hadrian's Wall. The hearty Saxons plan to meet and vanquish the Normans at the fortified town of York. After the siege of York, Norman and Saxon forces combat for the final time of the day in the White Tower. After all involved have recovered, Sunday shall see the Saxon and Norman foes meet in the Battle Pit of Cardiff. There they fight on the Bridge of Eternal Peril, and meet twice in the Hill Fort of Tintagel. The final battle of the war will see the Gathering of Banners in victory for Saxon or Norman.

B. SATURDAY

1. HASTINGS MEADOW OPEN FIELD BATTLES

Three traditional open field battles shall be fought between the Allied Realms. Fighting shall include all fighters on the field at the time the field is closed for combat, regardless of the number of combatants on each side. Opposing Allied Realms shall start at opposite sides of the field.

Combat archery shall be allowed in all three battles, with each archer allowed 15 arrow per battle. Gleaning is not allowed. Marshals shall retrieve all arrows on the field between battles, and they shall be held for retrieval after this scenario. As a special provision, experimental Anti-Bounce Device crossbows shall be allowed in these battles. Siege weapons shall not be allowed.

Fighting shall be until the last man standing. The Allied Realm winning two of the three battles shall be awarded victory and one (1) War Point. The victor in this scenario shall earn the right to select the role of Norman (attacking) or Saxon (defending) in the Hadrian's Wall battle, Battle of York and Battle of the White Tower.

2. STAMFORD BRIDGE WITH FORD BATTLE

Two Marshals Points shall be setup. Troops for each Allied Realm shall proceed to the Bridge Battle through their designated Marshal Point so troops for each side may be counted. Upon completion of the count the Principal Monarchs reserve the right to adjust forces to equalize the sides.

One bridge, 30 feet wide and 150 feet long, shall be built of haybales. A river ford, 30 feet wide and 30 feet long, shall also be built of haybales 50 yards down river from the bridge. The midway point of the bridge, and the points 15 feet on either side of this midpoint, shall be marked on the bridge. Fighting shall be for possession of the bridge. Combat archery and siege weapons shall not be allowed in this scenario.

Normans and Saxons shall be positioned at opposite ends of the bridge. No troops may be positioned at the ford before the layon, but fighters may walk through the ford after the layon. Fighting shall be timed for 45 minutes. The Allied Realm having possession of the bridge at the 45 minute mark shall be victorious. If there is no clear possession at the 45 minute mark, the fighters positioned between the two 15 foot marks shall fight to the last man to

determine the victor. The victor shall be awarded one (1) War Point.

3. HADRIAN'S WALL

Layout for Hadrian's Wall

```
          breach          breach
    X     point     X     point     X
------  ------__------  ------__-----  ------
 20'      18'     18'     18'     18'     20'
```

A 150 foot wall shall be constructed across the field. Within this length are three gates and two closed breaches. The outside gates shall be 20 feet from the end of the wall. The gates and breaches shall be 18 feet apart. Combat archery shall be allowed, with no limit on the number of arrows. Siege weapons shall be allowed. Three hits by rocks shall destroy other siege weapons. There shall be no fighting over the wall.

Normans (attackers) may open a breach with 3 hits by rocks launched from a siege engine. The Saxon (defender's) forces are positioned behind wall. Fighting shall be to the last man standing. The victor shall be awarded one (1) War Point

BATTLE OF YORK

TOWN OF YORK LAYOUT

```
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX Gate 1 XXXXXXXXXXXX
X                                                             X
X                                                  XXXX       X
X S   XXX XXXXXXX          XXX       XXXX  XXXX             S X
X I   XXX XXXXXXX          XXX       XXXX                   I X
X D   XXX XXXXXXX          XXX             XXXX     Gate 2 D
X E                                        XXXX           E
X                  XXXXX                   XXXX           X
  W                XXXXX     XXXXX                        W X
  A Gate 4         XXXXX     XXXXX                        A X
X L                          XXXXX                        L X
X L                                                       L X
X                                                             X
X                                                             X
XXXXX Gate 3 XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
```

a) Layout of the Town of York shall be as shown using the following dimensions::

1. Length of Wall with Gate 1 and 3 shall be 130 Feet.

2. Each Gate is 20 Feet wide.

3. Distance from Gate 1 & 2 to the common corner is 30 feet; distance from Gate 3 and 4 to the common corner is 30 feet..

4. Length of Side Walls is 85 Feet.

5. 50 haybales shall be used to build eight randomly placed obstacles within the town when it is laid out on Friday. These shall be approved by the Principal Monarchs and their Earl Marshalls.

b) Combat archery and siege weapons shall not be allowed.

c) Gates of the town are open.

d) No fighting or shooting shall be allowed over any walls or obstacles. Fighters may not stand on any obstacles.

e) All fighting shall take place within the town boundaries.

f) Normans and Saxons shall be positioned at opposite corners of the town, one side at Gate 1&2 and one side at Gate 3 & 4.

g) Fighting shall be to the last man standing. The victor shall be awarded one (1) War Point.
If the Normans are victors in this scenario, both gates in the Battle of the White Tower shall begin open. If the Saxons are victors, one gate shall be closed and one open.

4. BATTLE OF THE WHITE TOWER

Saxon Banner

<---- 30 ft ----> <---- 30 ft --->
XXXXXXXXXX Gate XXXXXXX Breach XXXXXXX Gate XXXXXXXXXX

a) Layout of the White Tower shall be the same as show:
1. 130 feet of haybales shall be laid out with two 20 foot gates and a 10 foot breach as shown.
2. The breach shall be closed and the gates shall be open or closed as defined above.
3. Fifteen feet back from the breach there shall be a banner in possession of the Saxons.
4. A 10 foot circle shall be defined around the banner.

b) No fighting or shooting shall be allowed over any walls, but shooting through gates is allowed.
c) Combat archery shall be allowed. There shall be no limit to the number of arrows allowed in this scenario.
d) Siege weapons shall be allowed and may be used to destroy other siege weapons.
e) Normans (attackers):
1. Are positioned outside the gates.
2. May open a gate or the breach (or destroy a siege weapon) with 3 hits by rocks launched from a siege engine

f) Saxons (defenders) are positioned behind the gates and breach with their banner.
g) Fighting shall be for control of the banner. The side in possession of the banner at the 45 minute mark shall be the victor. If possession is contested, fighters within the 10 foot circle shall fight to the last man to determine the victor. The victor shall be awarded one (1) War Point.

5. OPEN FIELD BATTLE

A traditional open field battle shall be fought with the Kingdoms of Atenveldt and Caid opposing the Knowne World. This battle shall be for the Glory and Honor of Combat with no War Point awarded. Combat archery shall be allowed, with no limit to the number of arrows. Siege weapons shall not be allowed.

C. SUNDAY

1. Battle Pit Rules

A All scenarios on Sunday shall be scheduled in the Battle Pit.
B. Combat archery and siege weapons shall not be used in the Battle Pit.
C. All scenarios fought in the Battle Pit shall be governed by the following special rules:
1. A designated spectator area shall be setup overlooking the Battle Pit.
2. Individuals allowed in the Battle Pit will be limited to Fighters, Marshals, Water-bearers and Chiurgeons. This restriction will be applied to all Landed Royalty.

3. Hay wagons provided for transporting individuals into the pit may only be used for the designated individuals named above.
4. No personal vehicles shall be allowed on the entrance road to the pit or within the pit.
5. A limited, designated fighting area will be clearly identified within the Battle Pit. No one shall be allowed outside this designated area for any purpose.
6. Any person not abiding by these rules will be removed from the War site.

2. Bridge of Eternal Peril
An earth fortified bridge 50 foot long and 30 foot wide will be provided in the Battle Pit for a traditional 30 minute, timed Bridge Battle. A half way marker will be placed to identify the center of the bridge. The Normans and Saxons shall start on opposite sides of the bridge. The force controlling more than 50 % of the bridge at the 30 minute mark shall be the victor. One (1) War Point shall be awarded.

3. Hill Fort of Tintagel
An earth fortified Motte and Bailey will be provided in the Battle Pit. The Saxons shall be the defenders positioned inside the Motte. The Normans shall be positioned as attackers outside the Motte. Fighting will be to the last man standing. One (1) War Point shall be awarded to the victor.
A second Motte and Bailey battle shall then be held with identical rules, except the Normans and Saxons shall switch starting positions as attackers and defenders. One (1) War Point shall also be awarded to the victor in this battle.

4. Gathering of Banners
A traditional 1 hour, broken field resurrection battle shall be fought for possession of three fixed banners. Banners will be positioned evenly spaced across the center of the field before the layon. Normans and Saxons shall start on opposite ends of the field. The side in possession of the most banners at the end of one hour shall be the victor. Two (2) War Points shall be awarded.

IX ARTS & SCIENCES COMPETITION

The Arts & Sciences Competition shall be conducted as explained in Appendix A.

X ARCHERY COMPETITION

The Archery Competition shall be conducted as explained in Appendix B.

XI RAPIER COMPETITION

The Rapier Competition shall be conducted as explained in Appendix C and D.

Agreed this 3rd day of October, Anno Societatis Thirty Three, being One Thousand Nine Hundred and Ninety Eight in the Common Era.

DOUGLAS
Rex, Atenveldtus

AMANDA
Regina, Atenveldtus

IVAN
Rex, Caid

ANASTASIIA
Regina, Caid

TOMUKI
Crown Prince, Caid

LUCIANNA
Crown Princess, Caid

HROTHGAR
Rex, Outlands

MADIGAN
Regina, Outlands

MAELGWYN
Crown Prince, Outlands

LILLIAN
Crown Princess, Outlands

ALAN
Rex, Artemisia

Appendix A: Arts & Sciences Competition

A Three Arts & Sciences Categories shall be used for the Arts & Sciences Competition at Estrella War XV. These include

1. Category 1: Field Garb
This shall include any garment that it appropriate to the period of interest in the SCA that would be considered field dress as opposed to court garb. Must be washable either by hand or by machine, and something that would be worn to an outdoor event.

2. Category 2: Middle Eastern Dancing
This shall include any Middle Eastern Dance performance up to 5 minutes that is appropriate to the period of interest in the SCA. Costume, appearance and performance will all be considered in judging. Cabaret style dancing and costuming is not allowed. Live musicians will add to the authenticity score for the Middle Eastern Dancing performance.

3. Category 3: Calligraphy and Illumination
This shall include any completed SCA scrolls or similar type of work that would be appropriate to the period of SCA interest. This work must have been done by calligraphic hand (ink on paper or leather) and have painted illustrations.

B. Judging of the entries will be by teams comprised of one judge from each of the Principal Kingdoms.

C. Judging criteria shall include:

1. Documentation (1-10pts.)
2. Complexity and/or Difficulty of Piece (1-10pts.)
3. Workmanship (1-10pts.)
4. Aesthetic Quality (1-10pts.)
5. Creativity and/or Authenticity (1-10pts.)

D. Each participant or group participant shall be permitted one entry per category, and must at the time of entry declare for one of the Allied Realms.

E. Documentation of the entries shall be required as a condition of entry. No documentation shall exceed five pages, and must be neatly written or typed.

F. Entries may be displayed in the manner of their use; specifically, clothing may be worn while it is judged.

G. Entries may be refused only after consultation of all Principal Monarchs or their representatives.

H. Group entries of up to 5 participants will be allowed in all categories.

I. Competition will be held from 1-5 on Saturday Feb 13, 1999. All documentation and entries must be registered by noon. The judging for Middle Eastern Dance will be from 3-5PM.

J. All judging forms must be signed legibly with a full SCA name and Kingdom of residence.

Appendix B: Target Archery

I. Range Hours and Administration

A. Scenarios for War Points shall commence at Noon on Friday and end at Noon on Sunday.

B. Each of the four Principal Kingdoms shall be responsible for administration of the range during one of the following times:

1. Kingdom of Atenveldt: Friday, February 12, 1999 from 12:00 Noon to 5PM

2. Kingdom of the Outlands: Saturday, February 13, 1999 from 7:00 AM to Noon

3. Kingdom of Caid: Saturday, February 13, 1999 from Noon to 5PM

4. Kingdom of Artemisia: Sunday, February 13, 1999 from 7:00 AM to Noon

II. Scenarios

1) There shall be four (4) novelty shoots set up to determine the War Point.

2) Setup of the four (4) novelty shoots must be completed no later than noon Friday and must remain in place until noon Sunday. A separate range shall be reserved for other archery activities which are not part of the War Point, i.e. Known World Championship and individual group-sponsored tournaments.

3) One of the four (4) novelty shoots shall be designed by each of the principal kingdoms -- Atenveldt, Caid, Outlands and Artemisia. The designing kingdom shall provide all targets and scoring materials for their shoot.

4) Principal Monarchs shall open the range to allow shooting for the War Point at noon on Friday.

III. Scoring

Scoring for the War Point shall be as follows:

1. The two (2) teams shall consist of archers from each of the Allied Realms and their respective allies.

2. Archers may go through the War Point range once for practice and once for score using their weapon of choice (either traditional, open, or crossbow equipment). One score per archer independent of weapon choice -- no bonus points for choosing traditional equipment.

3. The Grand Total of the total possible score for each of the four (4) novelty shoots shall be broken down into 5 equal-point divisions which will reflect scores representing skill level and experience of all archers.

Example: Grand Total for all four novelty shoots = 200 (each 50)
Division 1--Archers' scores falling between 1-40 (20 percentile)
Division 2--Archers' scores falling between 41-80 (40 percentile)
Division 3--Archers' scores falling between 81-120 (60 percentile)
Division 4--Archers' scores falling between 121-160 (80 percentile)
Division 5--Archers' scores greater than 161.

4. Only a team's top 10 scores in each division shall be counted to determine the division score. In the event a Team does not field a minimum of 10 scores in a division, the number of the fewest scores in that division for that Team shall be the number counted for the other Team for that division.

5. Each division total shall be added together to determine a team score. The winner of the War Point shall be the team with the highest team score.

6. In the event of a tie, the War Point shall be determined by a shoot off by the top 5 scoring archers from each team. The shoot off shall consist of 1

end at 40 yards, 30 yards, and 20 yards with 6 arrows shot at the archer's leisure and one 30 second speed end at 20 yards scoring as many arrows as the archer can loose within that time. The shoot off shall be held directly following compiling of the scores on Sunday afternoon.

7. A team of four designated representatives, one from each of the Principal Kingdoms, shall be responsible for compiling of scores for the War Point.

Appendix C: Rapier Scenarios

I. General Guidelines:

A. The rapier Rules for Combat, Armor/Weapons Standards and Marshaling Policies governing the Rapier Scenarios in this treaty are in Appendix D: Rapier Combat Rules & Weapons Standards for Estrella War XV at Schnepf Farms.

B. A number of props and equipment are required for layout of the rapier scenarios in this treaty. It is the intention of the Principal Kingdoms to share the cost and work required to provide those items. By January 1, 1999, the Kingdom Marshals of Fence for the four Principal Kingdoms shall compile a list of all needed items and divide it so that each of the Principal Kingdoms may provide a portion of the required items.

C. Scenarios 1 and 2 shall be fought on Friday, February 12, 1999, beginning at 2:00 PM. The remaining scenarios shall be fought on Sunday, February 14, 1999, beginning at 10:00 AM.

D. For the first scenario, a coin toss determines which of the Allied Realms shall act as invaders and which side acts as defenders. For each subsequent scenario, the victorious side from the immediately previous scenario may choose whether they wish to attack or defend.

E. The Allied Realm winning the most scenarios shall be awarded the War Point(s).

Scenario 1: Ship to Ship Battle

A Description: The invaders meet the defenders at sea. The two ships start out locked together in combat with grappling lines attaching them and boarding planks extended between them. The invaders must board/take the other ship to win. The defenders must repel all boarders and break away to take word back to port that there is an invasion.

B. Layout:

1. The two ships shall be 60 feet wide x 24 feet deep.

2. The defenders' ship shall be divided into thirds.

3. There shall be four (4) evenly spaced boarding planks between the decks of the ships. Planks shall be one man wide.

4. There shall be three (3) grappling lines attaching ships. Grappling lines will be represented by ropes wound loosely around hay bales.

Scenario Rules

1. Rules for Victory:

a) The melee has a 25 minute time limit. The total elimination of one side equals victory for the other.

b) Defenders may win prior to the 25 minute time limit by freeing the grappling lines to their ship. Since grappling lines are ropes wound loosely around hay bales, fighters must cross by boarding plank and unwind the ropes from the hay bales in order to "free" the lines.

c) At the end of 25 minutes if the defenders have not freed their boat, a headcount shall be taken of the number of live invaders/defenders for each third of the boat. A point

shall be awarded to the side that controls each third of the boat. The side that controls at least two thirds (2/3) of the defenders' boat shall win the scenario.

2. No jumping between ships will be permitted. After the "lay on", if fighters are not standing on either the ship or the boarding planks, they are presumed drowned. The 120 degree rule applies in this scenario.

3. If approved by the Society Marshal and the Earl Marshals from each Principal Kingdom, the use of An Tir surgical tubing guns shall be permitted. A maximum of two rounds shall be allowed per gun and a maximum of ten guns per Allied Realm.

III. Scenario 2: Champions Battle

A. Description: Each Allied Realm, or their representative on the field, shall choose a group of champions to hold the town hall. These champions (defenders) must protect the hall from the entire opposing side. The scenario will be fought twice so that each Allied Realm will serve once as the attackers and once as defenders. Each run of the scenario shall run until all defenders (champions) are dead or captured.

B. Layout:

1. The hall shall be 24 feet by 30 feet.

2. There shall be only one doorway that is 4 foot wide.

3. There shall be 2 windows, each 1 foot wide, placed more than 6 feet from the doorway and more than 6 feet from each other.

C. Scenario Rules:

1. The Allied Realm whose defenders (champions) hold the hall the longest shall be the winner.

2. There shall be 20 defenders permitted.

3. There shall be no more than 10 members of the White Scarves/OGREs/Order of the Cavendish knots permitted per side.

4. You cannot enter through a window.

5. The windows may be fought through, but reaching through is not allowed.

6. Absolutely no corps de corps or suicide charges will be permitted in an effort to take the town hall.

7. The 120 degree rule will be used in this scenario.

IV. Scenario 3: Landing Battle

A. Description: The invading ship is working its way into dock while also launching numerous small boats to take the dock. At the same time, the defenders are rallying fighters from the city to repel the invaders.

B. Layout:

1. The dock shall be roughly 24 feet wide by 36 feet long extending out into the water.

2. Launching boats must start 100 yards from the dock.

3. Reinforcement groups of defenders must start 100 yards back.

4. The invaders shall begin with three small boats already landed on the dock at any point they choose. Each boat may contain 5 fighters. The defenders begin with 15 fighters at the land end of the dock.

5. As a precaution, sufficient space will be set up in case this scenario evolves into an Open Field.

C. Scenario Rules:

1. This scenario shall be fought to the last fighter.

2. Boats launched after start of scenario may contain 5 fighters, 2 of whom must simulate rowers (i.e. no weapons in hand until they reach land). These boats must be represented by PVC frames which the rowers must pick up and carry, with all five fighters

remaining in the frame. Boats can land anywhere along the length of the dock they choose but nowhere else in the scenario due to a sea wall along the coastline.

3. Defenders may commandeer boats.

4. Attackers may be routed by being forced back into the sea.

5. At any time, anyone not standing in a boat, on the dock, or on the land is "dead".

6. Every 30 seconds after the lay on is called, each side "may" field another 5 fighters. Invaders must land from boats onto the dock and defenders must start at the land end of the dock. After 3 minutes the invaders have worked their ship into dock and any forces left must deploy at the seaward end of the dock. Any defending forces left must deploy at the land end of the dock.

7. Death from Behind will be used in this scenario.

V. Scenario 4: Resurrection Broken Field Battle

A. Description: The invading force must traverse across open country en route to reach the town. The two forces shall start on opposite sides of a rectangular field. A river with two branches, spanned by two bridges, will stretch across the length of the field. Between these two branches will stand a fixed banner, representing a strategic piece of ground which needs to be held to control the river way. Two other stationary banners shall be placed close to the entrance of each bridge. The invaders objective is to protect the three stationary banners. The defender's objective is to capture the attackers three banners.

B. Layout:

1. The field shall be roughly 100 yards wide by 200 yards long.

2. The river shall branch the span length of the field and be 20 feet wide.

3. Bridges shall be 9 feet wide by 20 feet long.

4. The river and any branches will be represented either by lines of roped-off ground, or flour/chalk markings.

5. There will be two resurrection points, one for each team, on the same side of the field on which the forces begin.

C. Scenario Rules:

1. This will be a timed, 30-minute resurrection battle. At the end of 30 minutes, whichever side has control of the majority of banners wins the scenario.

2. Fighters driven off the edge of the "known world" must go back to resurrection point before re-entering field.

3. The river may be "forded" by fighters crossing on the knees. There will be no exception for White Scarves. No boats can be borrowed from the last scenario to cross the river.

4. Death from behind will be used in this scenario.

VI. Scenario 5: Catacombs Battle

A. Description: A series of catacombs run under the length of the town. Powder kegs are stored in the center of the catacombs. The invaders' objective is to "light" the powder kegs, causing the town wall to crumble. The defenders' objective is to destroy the powder kegs by dousing them with water, thus keeping the town wall intact. Each side will begin at an entrance on the opposite sides of the catacombs.

B. Layout:

1. The catacombs shall be constructed of 7 foot high rebar poles with lengths of landscaping fabric stretched between them.

2. There will be five powder kegs, represented by hay bales, stationed within the catacombs.

3. A circular explosion zone of 10 feet in diameter will be marked around each powder keg.
4. The powder kegs will be placed roughly equidistant from the two opposing entrances to the catacombs.

C. Scenario Rules:

1. The winner of the scenario will be whichever side lights/douses at least 3 of the powder kegs.
2. The invading force may carry 5 torches.
3. The defending force may carry 5 buckets.
4. Buckets and torches may be captured by other side to prevent their use.
5. Buckets and torches may be re-lit/refilled by returning them to the entrances of the catacombs.
6. Lighting/Dousing Kegs:

a) To light a power keg, a torch (represented by a PVC baton with streamers) must be held to the keg for at least 15 seconds. Torches may not be thrown, nor may pistols be used to light the kegs.
b) To douse a powder keg, a bucket must be held upside down to a keg for 15 seconds.
c) A marshal will call when a keg has been successfully lit/doused. When a keg has been successfully lit, the marshal will call "ignition". Fighters then have five seconds to get outside the blast zone, or they will die in the scenario. The hay bales will then be marked with either a red or blue flag to represent their status to other fighters who may later stumble across them.
d) Lighting/dousing a keg is permanent. The status of a particular keg cannot be changed once it has been determined.

7. Neither a torch nor a bucket can be used as a parrying weapon or they are deemed to have lost their primary ability to light/douse.
8. Fighters may not deliberately attempt to destroy the other side's torches/buckets.
9. A fighter who is bearing a torch or bucket and is killed must drop it immediately on the ground. They cannot pass it to another fighter before leaving the field.
10. All fighters who are killed in this scenario shall immediately roll under the catacomb walls to reduce congestion in the corridors.
11. The 120 rule will be used for this scenario.

VII. Scenario 6: Gate Battle

A. Description: If the prior scenario was won by "lighting" the powder kegs and crumbling the town wall, the invading force is attempting to enter the town through the breach they created in the town wall and through a gate. If the prior scenario was won by "dousing" the kegs, the invading force is attempting to enter the town only through a gate. The defenders are attempting to prevent this entrance and/or to route the opposing side. This shall be a 20 minute timed battle, with the scenario run 3 times. The side who is victorious 2 out of the 3 times, wins the scenario.

B. Layout:

1. The gate shall be 15 feet wide by 24 feet deep.
2. The breach shall be 15 feet wide. by 24 feet deep.
3. Points 24 feet inside and outside the gate and the breach must be marked.
4. The gate will be represented by hay bales, with the two sides meeting in the middle. Each end of the gate will be marked with a flour line.

C. Scenario Rules:

1. The scenario will have a maximum time limit of 20 minutes.
2. Victory may be obtained by any of the following:
   - **a)** Invaders may win if they press their front line 24 feet inside the gate or breach.
   - **b)** Defenders may win if at the end of the 20 minutes, all invaders are 24 feet outside the gate and breach.
   - c) Either side may win by having the "last man standing".
   - **d)** If none of these conditions are met within 20 minutes, the side with the largest number of surviving fighters wins. This will be measured as an absolute number rather than a ratio of live to dead.
3. The 120 degree rule will be used for this scenario.

VIII. Scenario 7: Town Battle

A. Description: The invaders successfully penetrate the town perimeter and must now capture the key buildings/structures in the town (town hall, water supply inside a courtyard, tavern, church, armory). The defenders must secure these buildings.

B. Layout:

1. There shall be 3 entry points into the town, each 15 feet wide.
2. There shall be 5 buildings with point values:
   - **a)** Town hall: 10 points
   - **b)** Water supply: 7 points
   - **c)** Armory: 5 points
   - **d)** Tavern: 3 points
   - **e)** Church: 2 points
3. There shall be 3 "red herring" buildings with no point values.
4. The town will be constructed out of hay bales. Each building will have a card in it designating its purpose and the number of points it is worth. Cards shall not be flipped over, displaying the designation and point value, until after the "lay on".

C. Scenario Rules:

1. This scenario will be fought to the last man or until a 30 minute time limit, whichever condition occurs first. At the end of 30 minutes, if fighters still stand on both sides, the victor will be determined by the side that controls buildings worth the larger number of points.
2. Prior to the "lay on" both sides will be advised of the total number of possible points available in the scenario.
3. Each side may station 15 of their fighters within the town wherever they like prior to the "lay on". The remaining fighters for both side must come through one of the entry points to the town at the "lay on".
4. Death from behind will be permitted in this scenario.

Appendix D: Rapier Combat Rules & Weapons Standards

I. Rules for Combat

1. There shall be at least two marshals on the field during any official combat; there shall be no less than one marshal for every fifteen fighters during melee combat. For war point melees, the Kingdom Marshal of fence from each of the four Principal Kingdoms shall be attendant on the field. For war point melees, each kingdom will be responsible for providing enough marshals for the number of fighters they bring to the field. A gate count will be taken at the beginning of the day of melee fighting to accurately measure the number of fighters and marshals on the field. Additional head counts may be taken between scenarios at the discretion of the marshals if the numbers appear to have shifted significantly.

2. Combatants may engage only when the Marshal-of-the-field has received verbal acknowledgment of readiness from the combatants and has instructed them to begin.
3. The engagement will halt when "hold" is called or when a combatant/side has been defeated.
4. "Hold" will be called by the marshals or combatants when safety is compromised, a rule has been violated, the combatants are in danger of inadvertently leaving the field or, in a tournament, a combatant has a question about a touch. A safety issue could be, but is not limited to, a combatant falling or becoming involved in a dangerous uncontrolled motion, equipment failure or rules violations. When "hold" is called, the combatants will immediately drop to a knee on the battle field, or assume a non-aggressive stance in a tournament, and await direction by the marshal.
5. Tourney combat shall be done in the round.
6. The marshals shall use the phrase "edge-of-the-world" to warn combatants they are approaching the edge of the field. "Edge-of-the-world" in no way implies a hold.
7. At the end of a bout/battle combatants should voice any questions or state their satisfaction. Any participant leaving the field without resolving any questions they may have thereby declares himself satisfied with the bout/battle. On the field is the time to settle problems. For melee scenarios, a marshallate court will be established to deal with serious issues at end of each melee.
8. There shall be no combat between fighters using non-like weapons: no rattan weapons or associated equipment against rapier weapons and associated equipment; no combat between schlager and epee.
9. At the "lay on" for a melee or anytime thereafter any fighters on the field who are not fully armored and prepared to fight are presumed dead and must immediately exit the field.
10. In judging the effect of blows all combatants are presumed to be unarmored. Combatants need only make their attacks felt through the clothing of their opponent. No touch is assumed to have its effect negated due to protective garments.
11. The entire body is legal target area.
12. A valid touch is defined as a valid thrust or cut.

a) A valid thrust is any thrust with the point of the blade which is hard enough to cause direct pressure to be transmitted through the garments against the flesh.

b) A valid cut is any cut delivered by placing the edge of the blade against the opponent and drawing or pushing the blade for a continuous minimum length of nine inches. Hacking or sabre cuts are illegal.

13. A valid thrust to the head, neck, or torso (everything inward from the center of the shoulder joints, and including the groin area) results in a victory. A valid cut to the same areas as well as a cut to a major artery (inner thigh from the crotch to a hand's breadth below the crotch or to the armpit a hand's breadth below the shoulder joint) results in a victory.
14. A valid touch to the arm between the wrist and center of the shoulder joint disables the arm completely, with the exception of a cut to the inner arm in between a hand's breadth below the shoulder joint to the armpit, which is 'death'. A valid touch to any part of the hand disables only the hand, not the entire arm. The wounded hand may be used to block but not grip.
15. A valid touch to the leg between the groin and the tip of the toes disables the entire leg. The combatant must not use his legs for support, nor to launch himself from the ground.

16. A "kill", or victory, occurs instantaneously and no new offensive actions can be started. Movement begun prior to the death may be completed.
17. If a combatant receives a valid thrust to the hand which pins the hand against a legal killing area the thrust will be considered a killing blow.
18. Grappling, wrestling and pommeling are not allowed. This includes grasping the opponent and/or the opponent's equipment and punching, tripping or pushing the opponent. This does not preclude sweeping moves designed to clear the opponent's blades from line or prevent a draw cut, even if such motion causes accidental arm-to-arm contact. Inconsequential body-to-body contact can be expected. Deliberate body-to-body contact is not allowed. In melee scenarios, deliberate "corps de corps" attacks or suicide charges are grounds for being removed from the field.
19. A marshal may call hold if a combatant is disarmed in a dangerous manner. Otherwise a hold is not called for disarming or for a dropped weapon. The opponent may allow a disarmed fighter to retrieve a dropped weapon if he wishes to do so.
20. If one combatant has lost both arms/hands, while the opponent retains at least one arm and hand, the disarmed combatant will be forced to yield.
21. "Death from behind" will be allowed in specifically designated scenarios. This is performed by a combatant approaching from behind and signaling death to the second combatant by either placing a blade before his vision or laying a blade on his shoulder, and calling at a minimum "death (dead) from behind, My Lord/Lady." The second combatant is considered "dead" as soon as the blade is within his vision or as soon as it touches his shoulder. The second combatant will not attack or try to duck/spin/twist away from the first combatant at the moment of death.
All other scenarios will be subject to the "120 degree rule". Under this convention, fighters may only throw a shot if they can see both of their opponent's eyes. It is not necessary, however, to ensure that the other fighter is aware of the attacker's presence. In the scenarios using the "120 degree rule", anyone engaged with a line is considered engaged with the whole line, and may be struck by anyone in the line regardless of position. A person/group that separates itself by 10 feet from the line is no longer considered part of that line. If a person/group rejoins a line, the opposing force must be made aware of this before the person/group strikes.
22. In melee fighting, any fighter who is killed must exit the field immediately or fall down dead. When exiting the field they should proceed in a direction which is open from any ongoing fighting. Fighters may not exit through the opponent's line. If no way is clear to exit the field, the fighter will get as clear of the fighting as they can and crouch down until an opening to exit the field presents itself.
23. When a fighter is killed, they may utter a single death cry. All further communicating with "living" fighters, either while still on the field or from the sidelines, either through verbal warnings or other non-verbal signals, is strictly forbidden. Nor may a fighter "stall" their death/exit to allow their fellow fighters time to adjust. Additionally, a dead fighter cannot hand off weapons or other items to another fighter.
24. Only open hand parries are allowed; there will be no blade grabbing.
25. Tip cuts will not be allowed unless called for by certain scenarios/tourneys.
26. Push and pull draw cuts are both allowed. The minimum draw length for a valid hit shall be nine inches.

II. Armor/Weapons Standards

A Armor/Protective gear

1. Definitions

a) Impenetrable material is defined as any fabric or combination of fabrics that will withstand 4 hard thrusts from a broken blade in the same location without penetration. Four ounce leather or four layers of trigger/champion or twill are acceptable.

b) Sturdy material is defined as a material that will withstand stress such as being snagged without tearing. Vinyl, nylon tights and gauze shirts are not acceptable; a single layer of trigger, broad cloth or equivalent is acceptable. Sweat pants are acceptable.

c) Resilient padding is a material which significantly absorbs the force of a rapier thrust. This consists of one quarter inch of close-cell foam or the equivalent.

Note: These definitions are minimum requirements, more protection is acceptable so long as it does not interfere with blow calling.

2. There must be no exposed skin on the combatant's body. No movement or change in position shall cause armor to move such that skin is exposed at any time. Exposed skin will be cause for a hold to be called and the equipment must be secured to prevent further exposure.

3. Head and neck

a) Protection, which shall cover the entire head, must consist of the standard 12 kilogram fencing mask, or the equivalent, which will not allow the penetration of a bare blade tip. All non-standard masks and helmets must be approved by the marshal-in-charge. The mask must be secured to the head in such a manner as to prevent it becoming dislodged in combat.

b) The back of the head and neck must be covered with impenetrable material.

c) The neck and throat must be protected by a heavy padded gorget or it's equivalent. A metal gorget is strongly recommended; 18 gauge steel or 8 ounce leather backed with resilient padding is acceptable.

4. Torso and limbs

a) The body trunk area, including the complete groin, back, abdomen and both sides up to the armpits must be covered with impenetrable material.

b) The arms, legs and both feet must be completely covered with a sturdy material.

c) All male combatants must have rigid groin protection.

d) All female combatants are recommended to have some form of breast and groin protection.

e) The hands must be covered with gloves made of sturdy material with cuffs long enough to cover sleeve openings.

f) No garment or accessory may be worn which can easily entangle an opponent's blade, prevent a combatant from properly calling a touch, or presents a safety hazard.

B. Offensive and defensive weapons

1. No piece of equipment shall have sharp edges or points which could cause injury, tear garments or damage equipment, or be designed in such a way that it will damage any other piece of equipment.

2. Blades

a) In battle scenarios the only rapiers allowed will be those with schlager blades (oval or diamond cross section). Tournaments will be called on a case-by-case basis. These blades must be from 28.5 inches to 45 inches long from tang to rabbit blunt (not including

the tang), and the minimum edge will be nominally 1/16 of an inch.

b) Del Tin practice rapier blades will be permitted

c) "Two-handed" rapiers which meet all other safety criteria will be permitted so long as they do not exceed the average length of a standard 45" blade set-up from pommel to tip

d) All blades must be free of rust, pits or nicks which may impair the strength or flexibility of the blade or might catch/possibly tear an opponent's clothing or skin.

e) Dagger blades must be of the Flexi-Dagger type; broken foil, epee or other blades are not permitted.

f) Blades must have a blunted point end covered by a firmly bound standard plastic or rubber tip at least 1/2 inch in diameter. The tip should be taped with duct or electrical tape of a color other than black or gray/silver.

3. Guard/grip etc.

a) Period style grips and guards (such as swept and ring hilts) are acceptable. Orthopedic grips are not allowed except in the case of documentable medical need for the same.

b) Quillions must be no longer than 12 inches in length from end to end.

4. Defensive equipment.

a) Defensive equipment is used for parrying only and may not be used to trap or entangle an opponent's equipment or be used against the body of an opponent.

b) Bucklers shall not exceed 20" in diameter, or total surface area of 314 square inches. They must be between 1/4 inch and 3/4 inch thick with the edge padded or wrapped in such a way as to not damage blades or splinter. No bolts, wires, or other objects may project more than 3/8 inch (9 mm) from any part of the buckler without being padded. Bucklers may be made of wood or metal.

c) Cloaks size, shape and weight is left to the discretion of the fighter, as long as it is recognizable as a cloak and not a whip, dishtowel, flail, rag, etc. Any weights or stiffening used must pose no risk to an opponent--no rods, strips of metal or wood, or hard weights may be used.

d) Scabbards must be of light weight break resistant material. The lengths correspond to those allowed for weapon blades and the width cannot be less than 3/4 inch outside diameter. PVC pipe must be covered with cloth or tape to minimize danger of breaks.

e) No equipment may be thrown with the exception of cloaks in tourneys. Equipment to be discarded or removed from the field will be handed to a marshal. In melee scenarios, equipment is not to be discarded onto the field (i.e. thrown on the ground behind the fighters). It is to be retained by the fighter in such a manner that it can not be used in either an offensive or defensive manner until it can be safely handed to a marshal (for example, a fighter wounded in the arm, will put the wounded limb and weapon behind their back).

5. Projectile weapons.

a) Use of projectile weapons is a non-standard activity, which can be allowed if a scenario calls for it and the Marshal-in-Charge approves.

b) The only allowed projectile weapon type is the An Tir surgical tubing musket (i.e. rubber band gun).

c) A hit from an allowed projectile is counted as would a legal rapier blow to the body location hit.

d) Shots from An Tir surgical tubing guns cannot be picked up and reused in a scenario once fired.

C. Armor inspection

Each day, all armor and weapons (both offensive and defensive) must be inspected at Marshal's Point and appropriately marked prior to being used in any fighting.

III. Marshaling Policies

All marshals must be authorized field marshals in their Kingdom of origin.

Appendix E: Memorandum of Understanding for Announcements

A. No announcements regarding scenarios, competition, scoring, or war points may be made without the consent of the Principal Monarchs, and/or Their representatives. (Which is to say, Earl Marshals, or Ministers of Arts, Archery, or Rapier may make agreements regarding their areas of authority, subject to the policies of their respective Monarchs.)

B. All announcements regarding scenarios, competition, scoring, or war points shall be simultaneously disseminated to the newsletters of the Principal Kingdoms.

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(Mistress Siobhan ni Seaghdha (pronounced Shay) (Dianne Karp), 3385 Shawnee Circle, Reno, NV 89502, (702) 857-1008, dkarp@juno.com

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Master Walter and Mistress Fiachra (Walter Kaleickini-Wolfe and Wanda Strickland), 18156 E. Atlantic Dr., Aurora, CO 80013, (303) 750-9219

Barony of al-Barran
Sir Kragon of Land's End and Mistress Sarah de Montgomerie (Jeff Bettis and Sarah Waff), P.O. box 1920, Moriarty, NM 87035-1920, (505) 832-2634

Barony of Dragonsspine

Master Giovanni di Sienna and Cainnleach Uiser of Glendalough (A.J. and Marcy Riviezzo), 2733 Flintridge Dr., Colorado Springs, CO 80918, (719) 266-1137, giosienna@juno.com

Barony of the Citadel of the Southern Pass

Viscount Berold andViscountess Bahiyya (Barry and Becky Boetto), 6013 Alcade St., El Paso, TX 79912, (915) 585-3155, Boetto_b@msn.com

Barony of Unser Hafen

Master Thorfinn Greybeard and Mistress Rosalind of Wellmark (Perry and Rosalind Wells), 3601 El Caminito, Loveland, CO 80537, (970) 667-1284, plw1@verinet.com

Guilds of the Outlands

Equestrian Guild

Lady Thorhalla Bjarnadottir (Jill M. Emmons), 3225 Baldwin Ave., Evans, CO 80620, (970) 506-0598, ThorhallaB@aol.com

Waterbearers Guild

Mistress Aurora of Woolhaven (Dawn Lamb), 7307 S. Xenia Circle #D, Englewood, CO 80112, (303) 740-0974 before 9:00 p.m., twhite@dnvr.uswest.net

Brewers Guild

Lord Stefan Langskeggr (Stan Griffin), 1224 S Potter Drive, Colorado Springs, CO 80909, (719) 573-8498, stan.griffin@pikespeak.com

Chirurgeons Guild

See Chirurgeons's listing on page 2.

Web Sites

Society

http://www.sca.org

Outlands

http://www.unm.edu/~kballar/outlands.html

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Last months Outlandish Herald was assembled by these good Gentles of Caerthe: Marguerite, Maredudd, Robert of Deerbourne, Wyndylyn, Jean-Eric, Duncan, Guillaume, William, Beth, Arwen, Rivka

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Local Groups in the Outlands
· with contact people, meetings, and newsletters ·

Aarquelle — Shire

Pueblo, CO

Seneschal: Lady Catelin O'Kelley (Linda A. Kelley-Nordlund), 2114 N. Greenwood, Pueblo, CO 81003-2559, (719) 544-5492, catelinokelley@juno.com
Aarquelle Chronicle THLdy Phyllis Meisterssohn (Phyllis Wroth), 1804 Hollywood, Pueblo, CO 81005, (719) 561-1354

al-Barran — Barony

Albuquerque S. to Belen, E. to Moriarty, N. to Algodones, NM

Seneschal: THLd Adam the Persistent (Adam Hathaway), 1309 Canyon Trail, Albuquerque, NM 87121, (505) 839-7302, persist@unm.edu
Fighter Practice: Sundays at noon, Jeanne Bellamah Park, NE of Tomasita and Lomas. Contact Lord Bohemond (Mike Fine) (505) 293-9258, starbase@highfiber.com
Archery Practice: Saturdays . Contact Lord Steitan (505) 832-4186 or Lord Damian, archer3@webtv.net
Dance Practice: 2nd and 4th Wednesdays at 7pm. Contact Rebekah, (505) 884-2007
The Baronial Shaft $8/yr, Lady Margaret of Richemont, lorim@swcp.com Send subscriptions to Barony of al-Barran, P.O. Box 27676, Albuquerque NM 87125

Blaiddwyn — College

a college within al-Barran
University of New Mexico

Seneschal: THLd Balthazar Tigerro (Jon Ibarra), 8116 Princess Jeanne NE, Albuquerque, NM 87110, (505) 246-2440, balthaz@unm.edu
Fighter Practice: Wednesdays, 5:00 p.m., Johnson Field #2 at UNM. For more info call (505) 277-3083

Bofharrach — Canton

Canton of Unser Hafen
Greeley, CO

Seneschal: Lady Melora McClure (Melanie McClure), 3806 Central Street, Evans, CO 80620, (970) 506-0973, kaji5154@blue.unco.edu
Fighter Practice: Wednesdays at 7 pm, Sept-Apr in Evans Community Complex (1100 37th), May-Aug in Evans City Park (Boulder and 39th), BBQ on 1st Wednesdays in summer. Contact Lord Lorcan (Lauren Mitchell) (970) 352-9017, maccolla@info2000.net

Caer Galen — Shire

Boulder County, CO

Seneschal:Maistre Louis-Philippe Mituard (Ben Baron), 4502 Driftwood Place, Boulder, CO 80301, seneschal@caer-galen.outlands.sca.org
Fighter Practice: 6:30 p.m. Wednesdays, Balch Fieldhouse on the CU campus, contact Lord Valentine Michael, (303) 661-9682 marshal@caer-galen.outlands.sca.org
Western Dance Practice: Varies.Freiherr Klaus von Nachtwald (303) 438-8513, arts@caer-galen.outlands.sca.org
The Dorinda $8.50/yr, Lord Frithuric Ulman (Karl Kieninger), 2035 Ridge Dr., Broomfield, CO 80020, (303) 464-9587, chronicler@caer-galen.outlands.sca.org

Caer Mithin Halle — Shire

Carlsbad, NM

Seneschal: THLd Kenneth Underwhealf, called Underwhelmed (Kenneth Nicholson), 409 Happy Valley Rd., Carlsbad, NM 88220, (505) 885-4335, gryphon@carlsbadnm.com
Fighter Practice: contact Ld. Halfden Blackwood the Grey (John Gran), (505) 887-9163
Fencing Practice: contact Ld. Sean Shamus O'Flynn McKendrick (Sam Smith), (505) 885-2577
Meetings: First Thursday of each month at 7 p.m., at the Carlsbad Public Library Annex, 101 S. Halagueno

Caerthe — Barony

Denver metro area, CO

Seneschal:Lady Anastasia MacBraidaigh (Christione MacOrin), 5525 Saulsbury Ct., Arvada, CO 80002, (303) 940-7746, Christasia@aol.com
Fighter Practice: Thursdays at Bladium Sports Club of Denver, Xenia and Monlview Blvd., Bldg. 65. Contact Kerold Hoegaarden, (303) 740-0974, twhite@dnvr.uswest.net
Fencing: same place as heavy weapons. For additional info for Tuesday practice contact Lord Bernajoux du Lac, (303) 430-5903, sbickel@theedge.com
Archery: See Canton of Hawks Hollow
Scottish Gaming Practice: Contact Lord Ivan, (303) 940-7746, MacIvan@aol.com
The Fortress $8.50/yr Lord Frederick of the Black Swans (Fred Matzen), 1841 S. Quay St., Lakewood, CO 80232, (303) 985-7590, ross@nilenet.com

Citadel of the Southern Pass — Barony

El Paso and Hudspeth Counties, TX

Seneschal: Lord James Eldon Burgess of York (Todd Rutkowski), 19401 Beth Wald Street, El Paso TX 79938, (915) 988-2406
Fighter/Fencing Practice: Sundays at 1PM at Memorial Park. Contact Brother Bartholomew (Nat Bell) 2919 Fort Blvd., El Paso, TX 79930, (915) 562-4312
The Medieval Tymes $7/yr $7/yr Lady Leah de Montgomerie (Amy Conrad), 1715 Andy Williams, El Paso, TX 79936, (915) 856-7919

Dragonsspine — Barony

Colorado Springs, CO

Seneschal: Lady Ayslynn merch Guincatan (Pat Coleman) 3451 Queen Anne Way, Colorado Springs, CO 80917 (719) 597-4944, Zamphier@aol.com
Fighter Practice: 7:00 p.m. Mondays, National Guard Armory, 3200 N. Chestnut. Contact Lord Otagiri Tatsuzo, (719) 687-4399
Archery Practice: 1st and 3rd Sundays at 2:00 p.m., at the Ft. Carson Archery Range, gate 5 off of Hwy 115 Contact Lord Seamus Sutherland at (719) 391-1345.
Meiassis Dragon $8/year, THLady Tatiana Pavlovna Sokolova (Robin Monogue), 3640 Arborview Ct., Colorado Springs, CO 80918, (719) 532-1686.

Drygestan — Shire

Santa Fe, NM

Seneschal: Baroness Adina, (Tara), (505) 820-6329, acting Seneschal for Lord Geirroethr Coerten (Courte C.W. Voorhees), 406 W. San Francisco St. #2, Santa Fe, NM87501, (505) 984-5033
Fighter Practice: Contact Lord Coerten (505) 757-6872

Dúthaich Beinne Áird — Shire

Laramie, WY

Seneschal: Adrian Hawkins (Joshua Books), 552 N. 11th , Laramie, WY 82072, (307) 745-0832, Adrian-hawkins@juno.com
Fighter Practice: Saturdays at Washington Park. Contact Lord Bjarki Gulbjornsson (Justin Hammons), (307) 745-3238, LordBjarki@aol.com
Early Music Guild: 1st and 3rd Wednesdays, 7-9

Fontaine dans Sable — Shire

Farmington, NM

Seneschal: Lady Scena of Bearhaven (Deva Hazen), 3400 English Rd., Farmington, NM 87401, (505) 327-6179, 74464.3635@compuserve.com
Fighter Practice: Contact Ld. Tam MacGrimm (Matt Bodine), PO Box 2834, Farmington, NM 87499, tmcgrimm@hotmail.com
Archery Practice: Contact Duncan MacRae, 2201 E. 12th St., Farmington, NM 87401, (505) 325-2580, 74464.3635@compuserve.com
La Fontaine des Nouvelles $6/yr Lady Mary of Lyonshall (Mary Lyon), 2201 E. 12th St., Farmington, NM 87401, (505) 325-2580, 74464.3635@compuserve.com

Gleann Medonach — Shire

Roswell, NM

Seneschal: Lord Wolfgangus MhicMairghdhin (David Martin), 16 B St., Roswell, NM 88201, (505) 347-5781, wolfya@rt66.com
Fighter Practice: Contact Seneschal
Archery Practice: Contact Baron Beathan Crubach (Ben Clark), (505) 623-4531, or the Seneschal
The Oakleaf Quarterly, $4, Lady Matilda Tortula (Loretta Clark), 408 E. 4th st., Roswell, NM 88201, (505) 623-4531

Hawks Hollow — Canton

Canton of Caerthe
Westminster/Thornton/Commerce City, CO

Seneschal: Lord Robert Marchet (Robb Hendershot), 616 E 116th Ave, Northglenn, CO 80233, (303) 254-4743, seneschal@hawkshollow.org
Fighter Practice: practice will be held at Caerthe's. Please refer to Baronial listing
Archery Practice: Contact Lord Ivan, (303) 940-7746, MacIvan@aol.com
Scottish Gaming Practice: Contact Lord Ivan, (303) 940-7746, MacIvan@aol.com

Hinterland — Shire

Scottsbluff/Gering, NE

Seneschal: Lord Dubhghall McCracken (Paul McCracken), 1261 W. 14th, Apt. 12, Alliance, NE 69301, (308) 762-5581,
Fighter Practice: Fridays after 5:00 pm at Pioneer Park, 2nd Ave & 27th St., Scottsbluff. Contact Lord Andre (308) 436-4553
Archery Practice: Wednesdays 6:00 pm behind Gering High School, 1500 U St., Gering. Contact Lord Hiro (308) 632-4418
The Scroll $8 per year, published bi-monthly. Lady Francesca Falerio (Amy McCracken), 1261 W. 14th, Apt. 12, Alliance, NE 69301, (308) 762-5581

Kahlland — Shire

Hobbs, NM

Seneschal: Lord Vladmir Golitsyn (Brad Jett), 1313 Gila, Hobbs, NM 88240, (505) 393-8571, skyel@gte.net
The Rune Werk produced monthly for no charge by Anastasia Golitsyn (Lori Adams) 1313 Gila, Hobbs, NM 88240, (505) 393-8571, SKYEL@gte.net

Loch Thioram — Shire

Deming/Silver City, NM

Seneschal: Aehdon Aongas MacBheathain (Neil Deans), PO Box 2422, Silver City, NM 88062, (505) 538-5979

Nahrun Kabirun — Shire

Las Cruces, NM

Seneschal: Branwen ferch Bleiddud (Fran Fuller), 1860 A Trivez, Las Cruces, NM 88001, (505) 522-3841, ffuller@zianet.com
Fighter Practice: 1 pm Sundays (heavy weapons mostly). Fencing Practice 6:30 pm Wednnesdays (light weapons mostly). Both at the east end of corbett Center on the NMSU campus
Archery Practice: 9:00 am Sundays at Zia Middle School football practice field. Contact Lord Iain Lindsey-MacRae (505) 522-2439 eves., or (505) 644-2179 days. Loaner gear available.
The Bard Monthly, lady Maireid O'Caiside (Barbara Hammond), 1935 Thomas Drive, Las Cruces, NM 88001, (505) 522-2439, irshlss@aol.com

Northwolde — Incipient Shire

Gillette/Rozet, WY

Seneschal: Lady Liadain ni Mhordha (Tracy Thallas), 56 Moran ranch Road, Rozet WY 82727, (307) 686-1254, hardcorps@vcn.com

Plattefordham — Shire

Casper, WY

Seneschal: Lady Airmid of Crannog Ardanaiseig (Randi Price), 2112 E. 23rd St., Casper, WY 82601, (307) 237-5593, lorcan@coffey.com
Fighter Practice: Held in Mike Sedar Park in summer, Mount Hope Lutheran Church in the winter, Sundays at 3:00p. Contact Dob (Robert Booth, Jr.), (307) 237-5593
Archery Practice: Mondays, 7:30pm, contact Seneschal
Soothsayer $6/yr, mailed on request, $0.50 if purchased at Fighter Practice. Lady Caitlin Delaney Rogan (Sandra L. Porter), 1463 S. Fenway, Casper, WY 82601, (307) 237-2128, caitlin@caspers.net

Rio de las Animas Perdidas — Incipient Shire

Durango, CO

Seneschal: Lady Leona of Phar View (Debbra Relaford), PO Box 523, Bayfield, CO 81122, (970) 259-1825
Fighter Practice: Sundays at 1pm at Buckley Park. Contact the seneschal

Saint Golias — College

Socorro, NM

Seneschal: Galen McIntire (Galen McIntire), PO Box 2563CS, Socorro, NM 87801, (505) 835-6298, gmc@nmt.edu
Meetings: Thursdays at 5pm at Weir 109
Fighter Practice (Heavy, Fencing & Archery): Sundays from 2-5pm ,West of Baca Hall. Contact Treya Stormdragon (Lisa Arnold) (505) 835-1274, garnold@nmt.edu
Dance Practice: Monday 6-8pm, NMT Student Activity Center
Goshawk $3 on-campus, $6 off-campus, Lord Rhiogan ap Heilyn (Ray Kracke), PO Box 353, Socorro NM 87801

Schola Metallorum — Incipient College

a college within Caerthe
Colorado School of Mines

Seneschal: Tatiana Bonacieux (Tatiana Dueño), 1221 Illinois St., Apt. 1B, Golden, CO 80401, (303) 279-5267, tdueno@mines.edu
Kinght Marshal: Brazhnik Aleksandrovich Shchebenikov (Aaron Dean), Randall Hall 212, Golden, CO 80401, (303) 215-6208, adean@mines.edu
Fighter Practice: 7-9 in the Mines Fieldhouse during bad weather and in Kafadar Commons otherwise.

Scorpions Hollow — Shire

Portales/Clovis, NM

Seneschal: THL Bjorn Svenson (Kenneth Webb), 2221 N. Echols, Clovis, NM 88101, (505) 742-0731, thorbjorn@3lefties.com
Fighter Practice: Saturdays at 4pm at Green Acres Park in Clovis. Contact Lord Edrick (505) 763-3528
Scorpions Tales $8/yr. Lord Paul le Seul (Tym Brace), 1000 Hondo, Clovis, NM 88101, (505) 762-1359

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Seneschal: Lady Africa O'Brien (Amy Bittenbinder), 1475 Farnham Point #206, Colorado Springs, CO 80904, (719) 447-1773, lashoka@hemi.com

Unser Hafen — Barony

Larimer/Logan/Morgan/Weld County, CO

Seneschal: Lady Wenhauer von Rothenburg ob die Tauber (Jennifer Rentfleish), 515 Del Clair, Ft. Collins, CO 80525, (970) 255-2264
Fighter Practice: Summer Site: City Park, Sundays 1-5 pm. Contact Lord Theopompus (970) 221-3558
Archery Practice: Thursdays 6pm until dark in rural Loveland. Contact Lord Conchobhar O'Loingseachain, (970) 353-6782
Dance Practice: 2nd and 4th Mondays, 7-9:30 pm, Contact THL Catriona (970) 669-1754
Equestrian Practice: Contact Rossilin (970) 484-2213, sjmoyes@lamar.colostate.edu
The Tosspot $8/yr, Arianrod ni Conchobar (Amber Ebert), 1623 Larch Street, Ft. Collins, CO 80526, (970) 498-8847, skerina@juno.com

White Mountain — Shire

Alamogordo, NM

Seneschal: Lord Finn Einarsson (David Mullins), 2502 Iowa Avenue, Alamogordo, NM 88310, (505) 434-5283, viking@zianet.com
Fighter Practice: Sundays 2 pm at oregon Street Park, next to Kid's Kingdom.

Windkeep — Shire

Cheyenne/Warren AFB, WY

Seneschal: Lady Renate Koven (Patricia Hansen), 10205 Powderhouse Rd., Cheyenne, WY 82009-9689, (307) 635-1320, renatek@juno.com
Fighter Practice: Every Thursday in Central Park (Central Ave. And Pershing Blvd.) At 6:00 pm Contact Lord Evan Embleton (John Webb), 1741A Piute Dr, FE Warren AFB, Cheyenne, WY 82005, (307) 632-1715, lord.evan@usa.net
Archery Practice: Contact James the Small (Jimmy Inmon), (307) 635-3214, inmon0@aol.com
Windswept $4 for 6 bi-monthly issues. Contact the Seneschal.

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